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②

Author Sung-Rae Kim

Translator Les Waller

머리말 (Preface)

한국에는 현재 연구생 200여 명을 포함한 많은 학생(이하 지망생)들이 입단을 준비하고 있다. 지망생들은 학교 수업도 포기한 채 매일 8-12시간동안 약 5-10년을 공부해 비로소 입단의 문턱에 다다르게 되지만, 이는 극소수로 경쟁에서 뒤지는 많은 지망생들이 중도에 포기를 하게 된다. 비록 본인들이 좋아서 하는 바둑공부지만 이 과정은 매우 험난하다.

지망생들이 공부하는 교육기관을 '바둑도장'이라 부른다. 주로 프로기사들이 실전 대국, 복기 외에 전반적인 교육을 담당하게 된다. 필자는 지망생들과 인연을 맺은지 여러 해가 되었다. 이들과 함께 생활하면서 정작 이들이 현재 받고 있는 교육이 최고인지는 확신할 수 없으며 안타까운 마음이 들 때도 많았다. 현재 바둑도장마다 사활만큼은 정리가 잘 되어 있지만 그 외에는 특별한 교재없이 기보공부를 혼자 독학하는 정도에 그치고 있는 것이 현실이다. 결국 이들에게는 좀 더 많은 교재와 교육프로그램이 제공되어야 한다는 생각을 하게 되었다. 그것이 이 책을 집필하게 된 계기다.

이 책은 수련장이다. 모든 문제는 가급적 실전에서 생기는 장면을 우선적으로 문제화하였다. 적어도 프로가 되기 위해서는 이 책에 나오는 문제와 답을 암기하다시피 하여야 할 것이다. 본 교재는 프로 지망생들이 대상이기 때문에 난이도가 높다. 그러나 바둑의 깊이를 느끼고 싶은 분들이라면 지망생이 아닌 누구라도 도전해 볼만한 교재로 생각된다. 난이도는 아마5단(프로에게 3점)에 맞추었다.

본 교재는 <오로스피드바둑> 시리즈의 연장이다. 중급, 고급편이 나오지 못한 상태에서 먼저 이 교재가 발간되었는데 조만간 중, 고급도 발간되어 <오로스피드바둑> 시리즈 전체가 완결될 수 있기를 기대해 본다. 끝으로 이 시리즈의 출판과 판매에 항상 지원을 아끼지 않는 조창삼 오로미디어 사장 이하 직원들에게 감사를 드린다.

This book is made for students who try to be Baduk(Go) professional players in Korea. The degree of difficulty is high. But when you are playing Baduk you will often see the similar shape of problems as can be found in this book. So you must study these to be a higher level player.

This book is one of my practical Baduk books named Oro Speed Baduk. I wrote nine books already and three books for beginners were translated by English. I hope my books will help you enjoy Baduk.

June 2005 Sung-Rae KIM

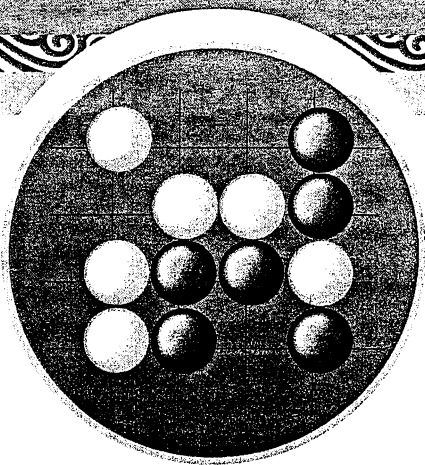
차례 (Index)

● Days1-5 (1일~5일)	_____	05
● Days6-10 (6일~10일)	_____	36
● Days11-15 (11일~15일)	_____	67
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● Days26-30 (26일~30일)	_____	160

본 교재를 풀기 전에 알아야 할 사항

Before you do the problems in this book you should know the items below

- *1. 본 교재는 1일당 6쪽씩 30일 분량으로 구성되어있다.
(This book is structured for a 30-day time period with six pages per day.)
- *2. 문제에 별도의 숫자 표시가 없으면 흑선이다.
(If the problem doesn't have a number sign then black goes first.)
- *3. 정답의 수순은 답이 1, 2, 3 ... 식으로 표시한다.
(You need to mark the answers 1, 2, 3, etc.)
- *4. 정석은 여러 변화가 있으므로 가장 많이 두어지는 것을 해답에 실는다.
(Jeongseok (patterns) have many variations, the answer should be the most commonly used one.)
- *5. 끝내기의 수순은 부분적인 수순이 다를 수 있으므로 누가 이겼는지에 대한 결과와 해답에 있는 주요 수가 맞으면 정답이다.
(Endgame moves are sometimes different, if the winning result and main move are the same, then that is the correct answer.)
- *6. 문제에 표시된 흑이나 백은 답이 이것과 연관이 있다는 표시이다.
(The problems are marked with black and white stones; the answer is connected to the problems as they are labeled.)
- *7. 본 책에 사용된 기보는 전부 프로실전이다.
(The diagrams used in this book are all taken from real professional games.)



Chapter 1 (1부)

Days1-5 (1일~5일)

.....



Day1	-----	p.06~p.11
Day2	-----	p.12~p.17
Day3	-----	p.18~p.23
Day4	-----	p.24~p.29
Day5	-----	p.30~p.35

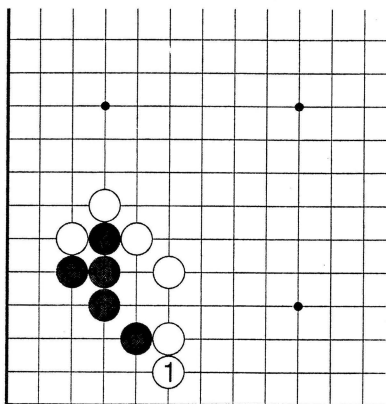


1. 접근전 Close Combat

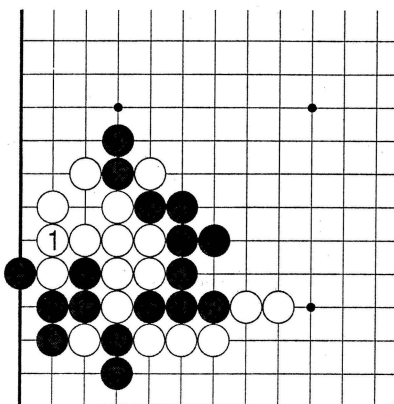
목표1일
Day1

최선의 수순을 적어보세요. Find the best answer.

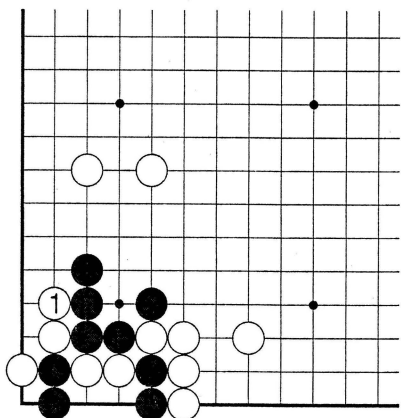
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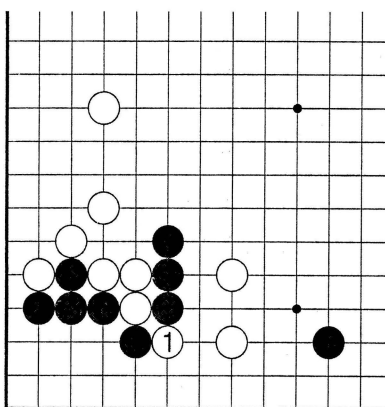
2



3



4





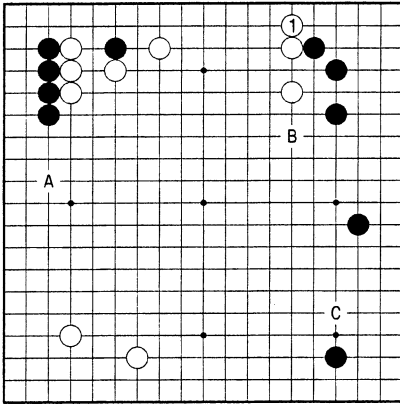
2. 포석 Opening

목표1일
Day1

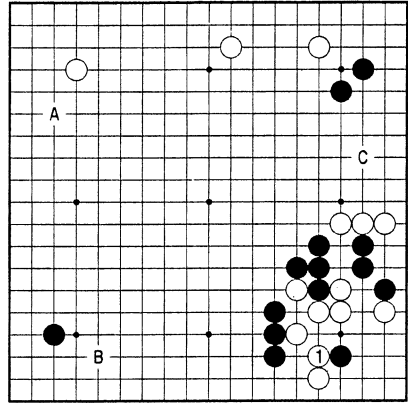
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

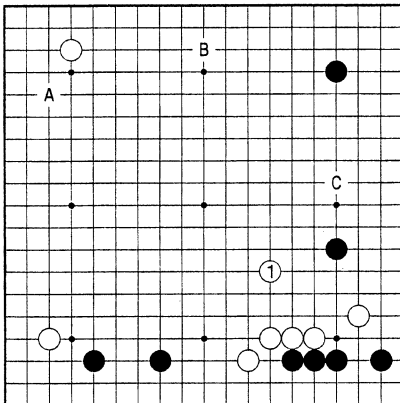
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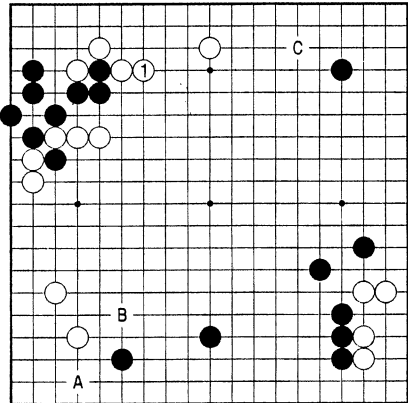
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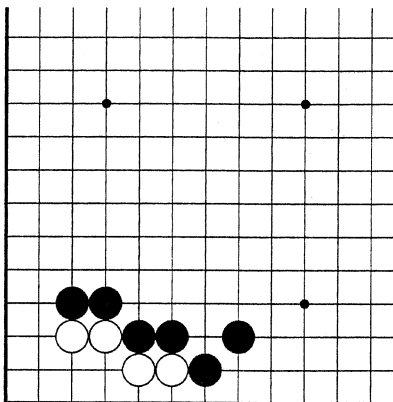


3. 사할 Life&Death

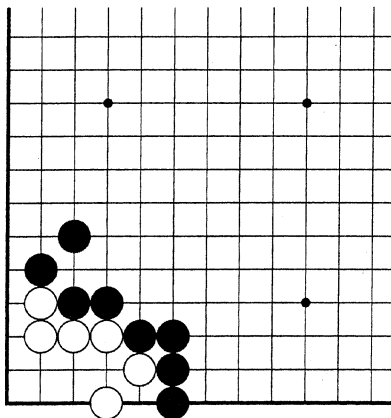
목표1일
Day1

최선의 수순을 적어보세요. Find the best answer.

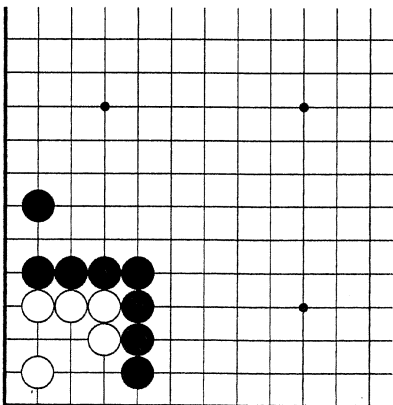
1



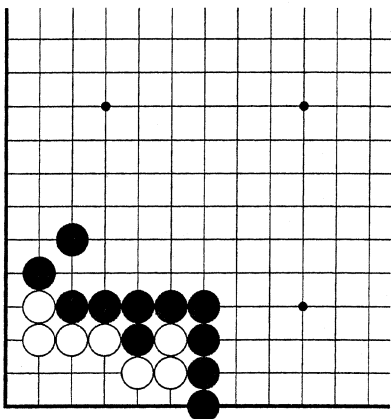
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3



4





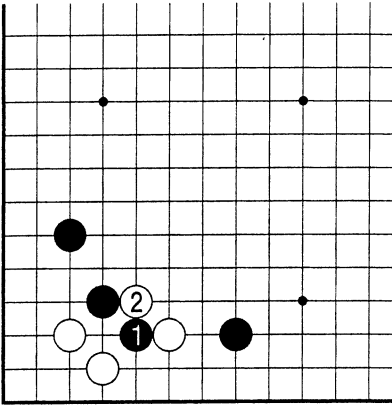
4. 정석 jeongseok, joseki

목표1일
Day1

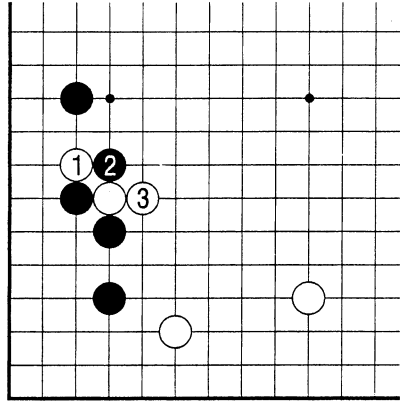
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

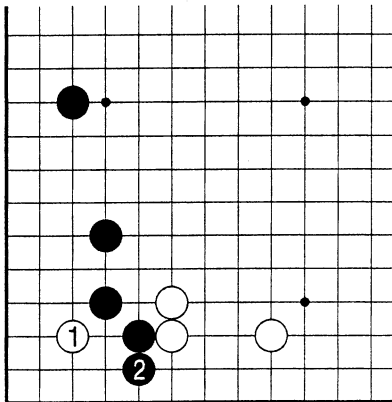
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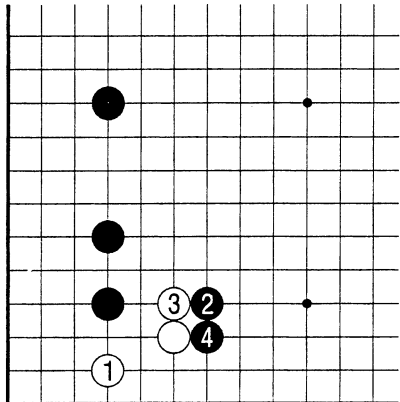
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3



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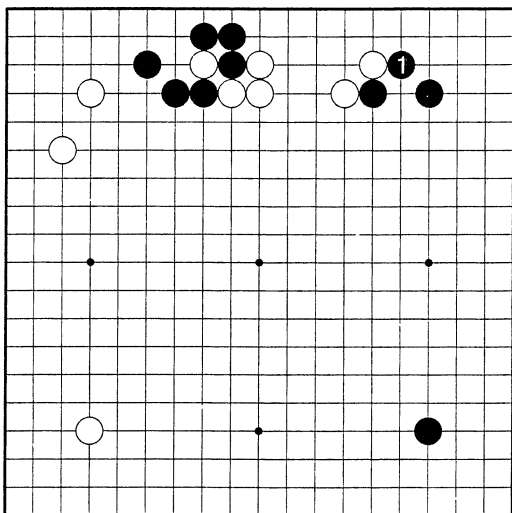
5. 프로실전연습

Pro's actual game practice

목표1일
Day1

최선의 수순을 적어보세요. Find the best answer.

1

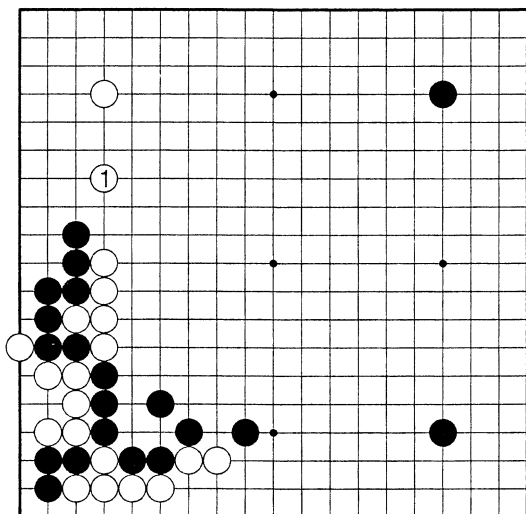


[3수 표시, 백: 이창호]

[3 moves, W: Lee Chang-Ho]



2



[3수 표시, 흑: 이창호]

[3 moves, B: Lee Chang-Ho]





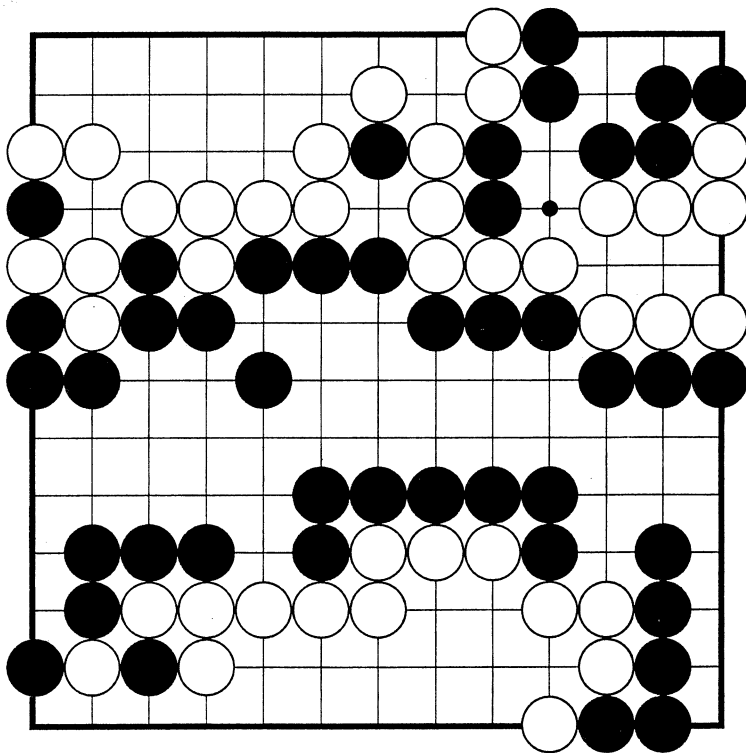
6. 끝내기 End game

목표1일
Day1

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

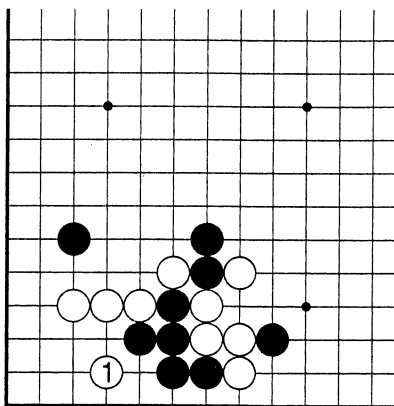


1. 접근전 Close Combat

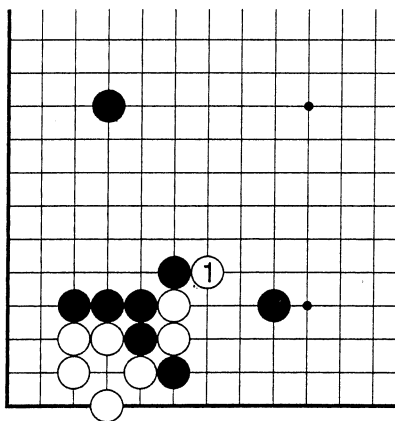
목표2일
Day2

최선의 수순을 적어보세요. Find the best answer.

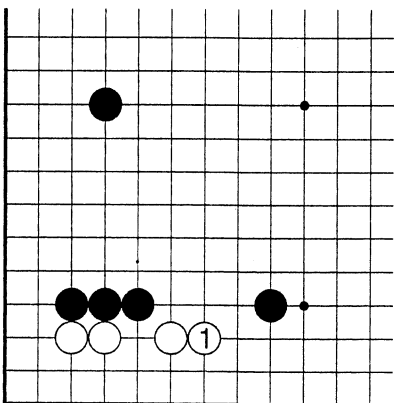
1



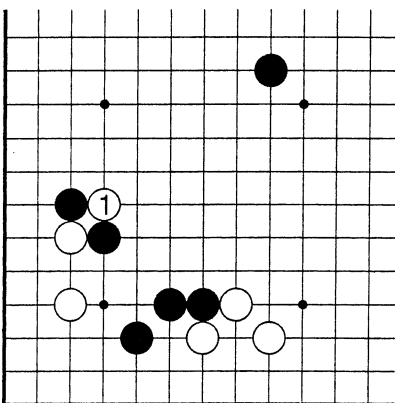
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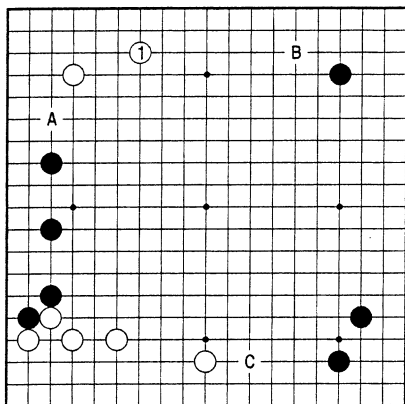
2. 포석 Opening

목표2일
Day2

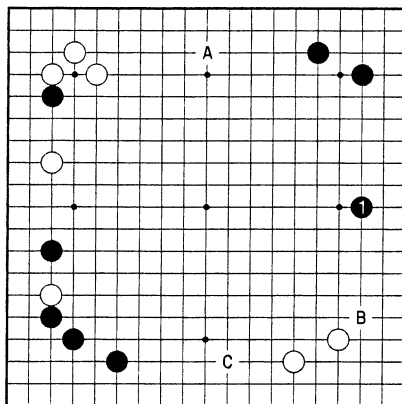
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

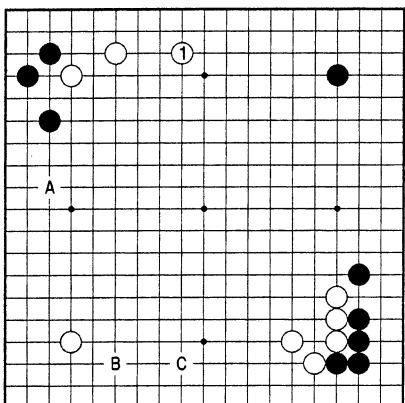
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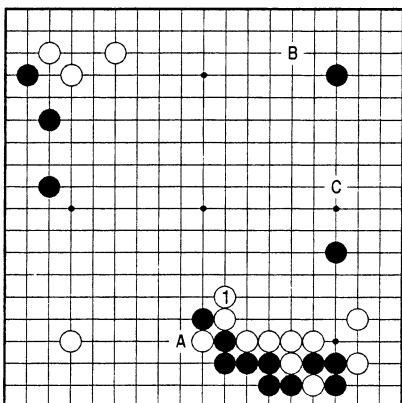
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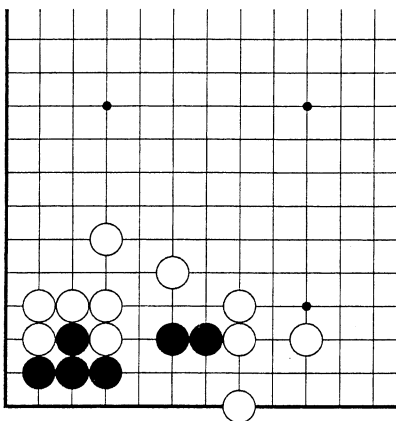


3. 사할 Life&Death

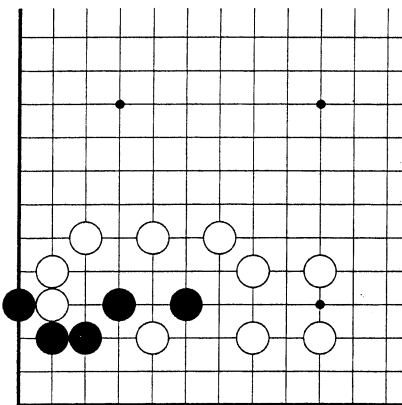
목표2일
Day2

최선의 수순을 적어보세요. Find the best answer.

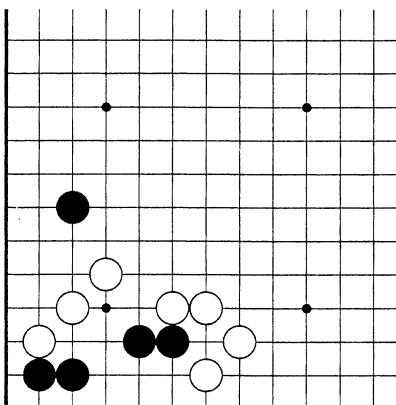
1



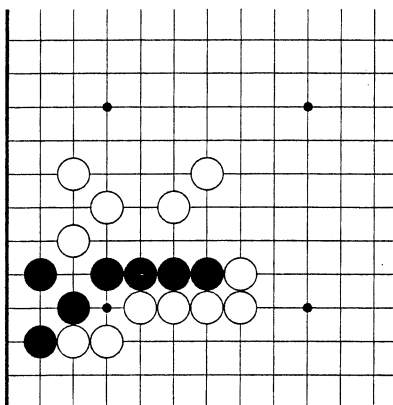
2



3



4





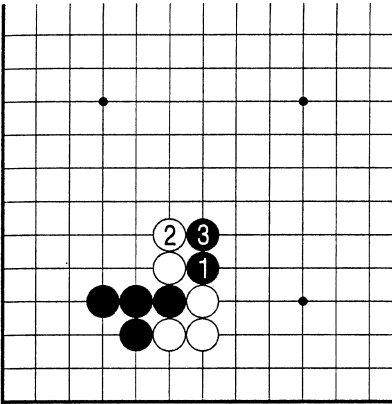
4. 정석 jeongseok, joseki

목표2일
Day2

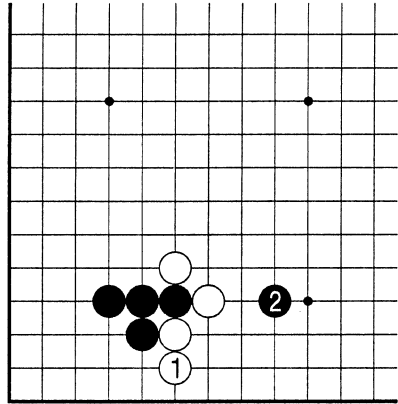
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

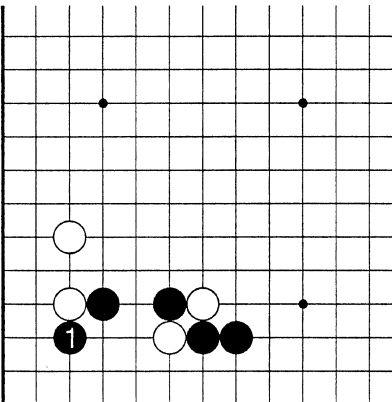
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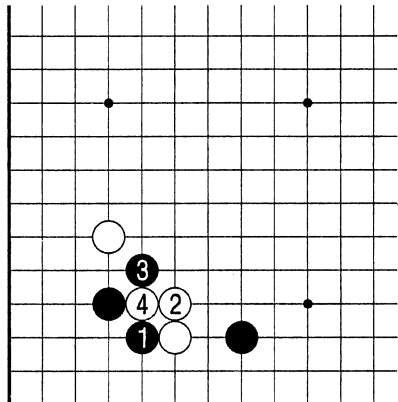
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3



4



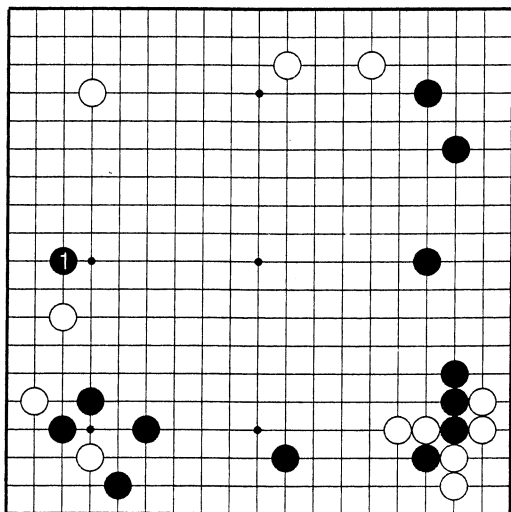


Pro's actual game practice

목표2일
Day2

최선의 수순을 적어보세요. Find the best answer.

1

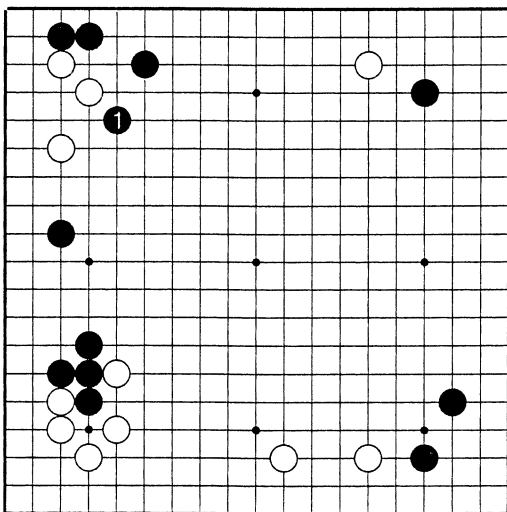


[7수 표시, 백: 조치훈]

[7 moves, W: Cho Chi-Hun]



2



[7수 표시, 백: 박영훈]

[7 moves, W: Park Young-Hoon]





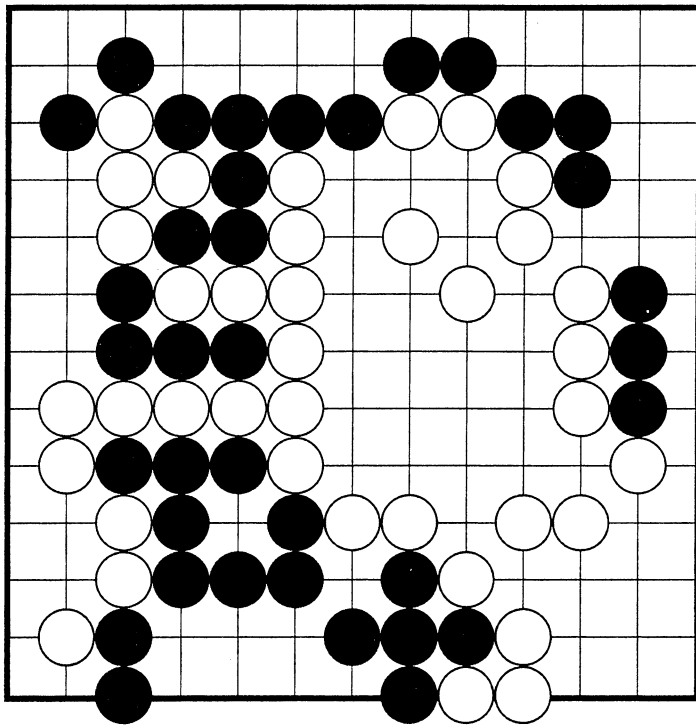
6. 끝내기 End game

목표2일
Day2

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
Black points White points B, W points wins

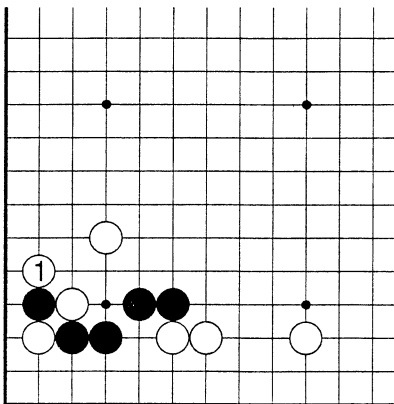


1. 접근전 Close Combat

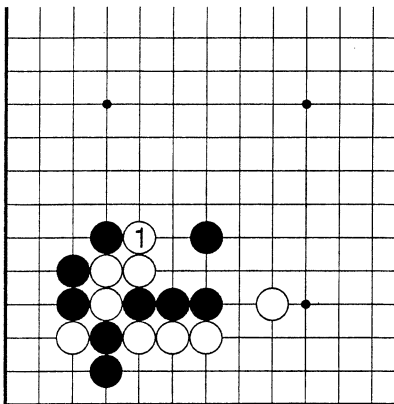
목표3일
Day3

최선의 수순을 적어보세요. Find the best answer.

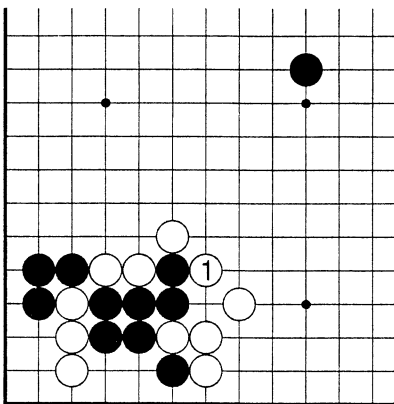
1



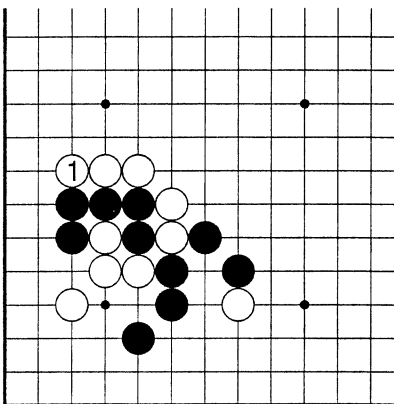
2



3



4





목표3일
Day3

Find the correct moves and circle them.

Figure 1 is a 10x10 grid. Black circles are located at (1,1), (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White circles are located at (1,1), (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). Labels A, B, and C are placed near the bottom of the grid.

Figure 1 is a 10x10 grid representing the distribution of 100 simulated individuals. Black dots represent individuals with a mean of 0, and white circles represent individuals with a mean of 1. The distribution is bimodal, with a cluster of white circles in the top right and a cluster of black dots in the bottom right. Labels A, B, and C indicate specific locations on the grid.

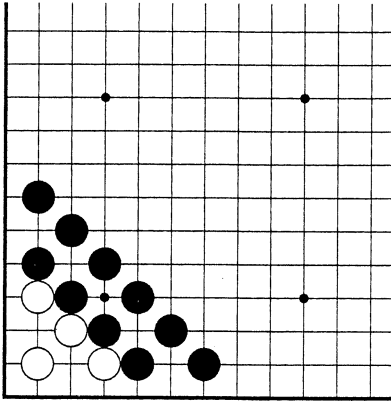


3. 사할 Life&Death

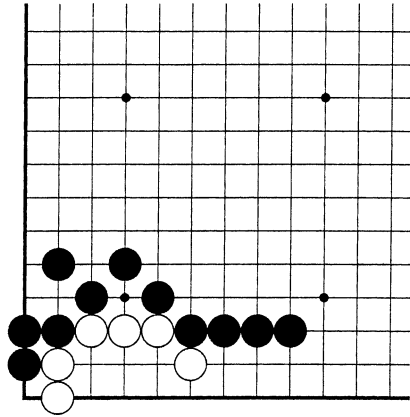
목표3일
Day3

최선의 수순을 적어보세요. Find the best answer.

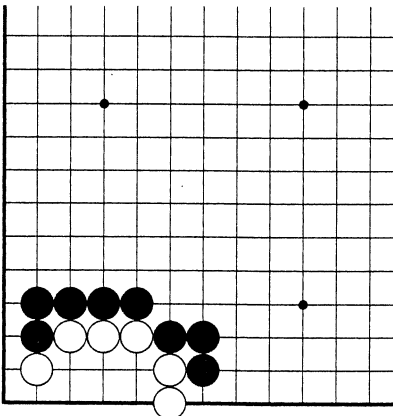
1



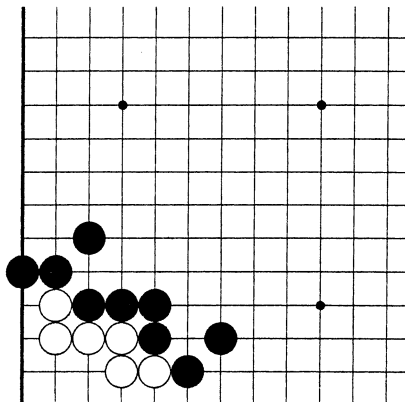
2



3



4





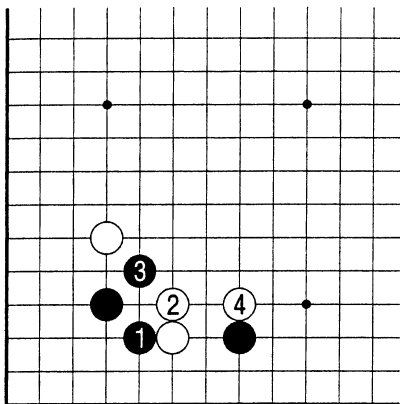
4. 정석 jeongseok, joseki

목표3일
Day3

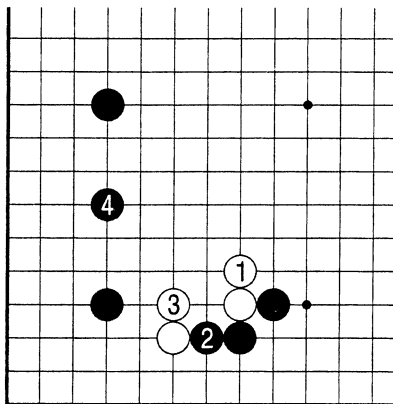
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

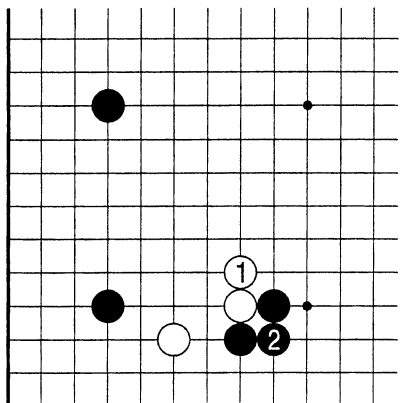
1



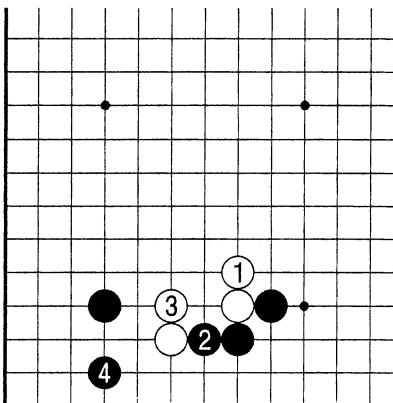
2



3



4





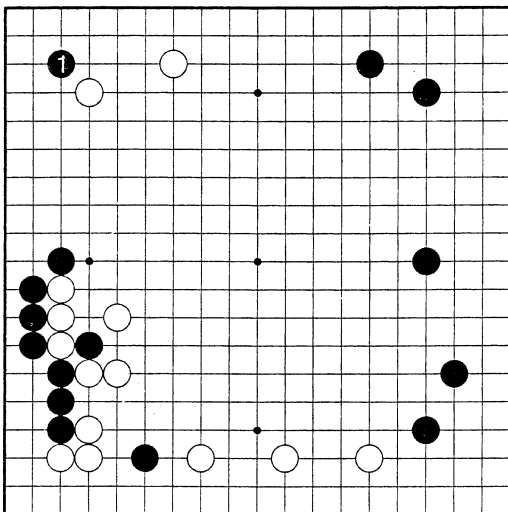
5. 프로실전연습

Pro's actual
game practice

목표3일
Day3

최선의 수순을 적어보세요. Find the best answer.

1





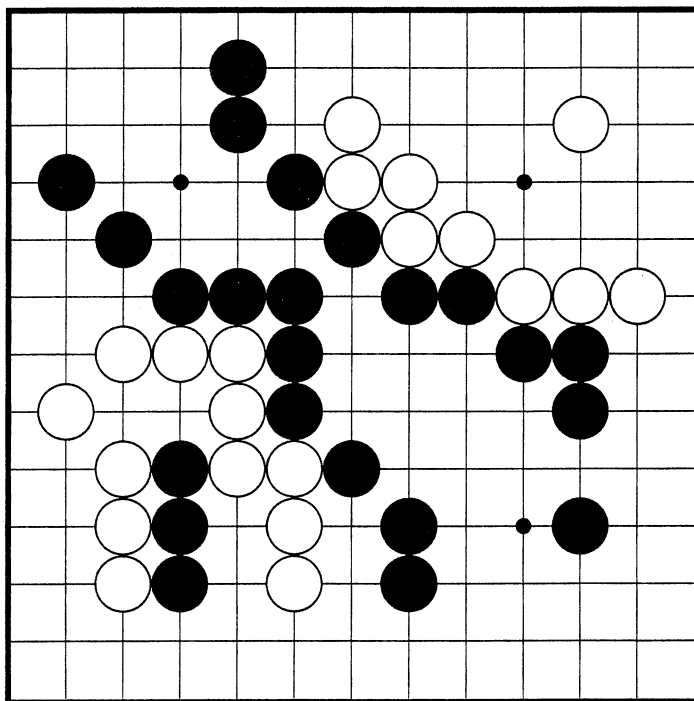
6. 끝내기 End game

목표3일
Day3

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



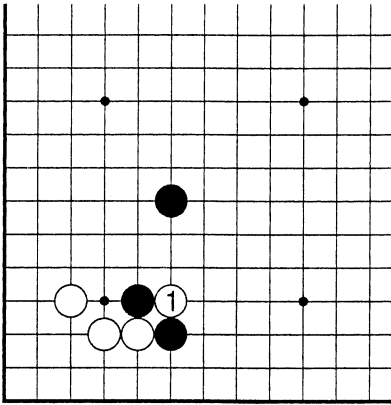
흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

1. 접근전 Close Combat

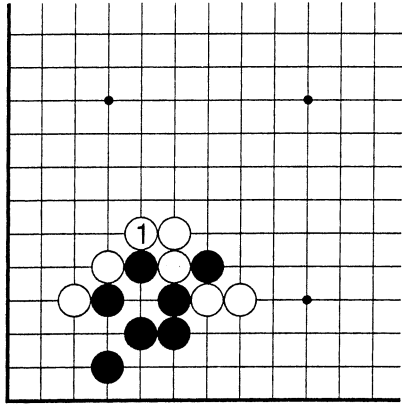
목표4일
Day4

최선의 수순을 적어보세요. Find the best answer.

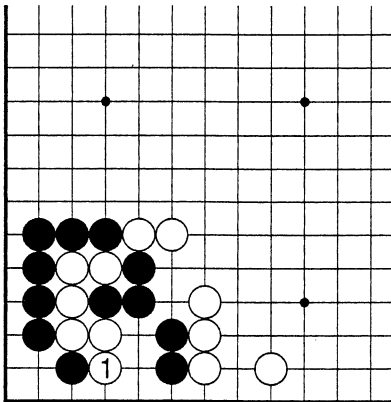
1



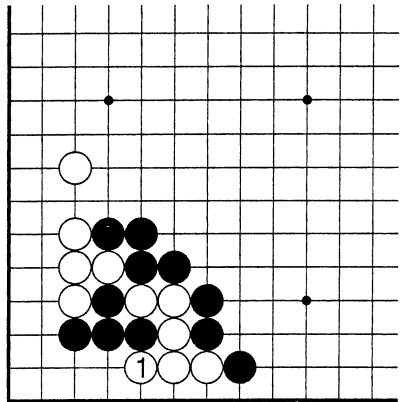
2



3



4





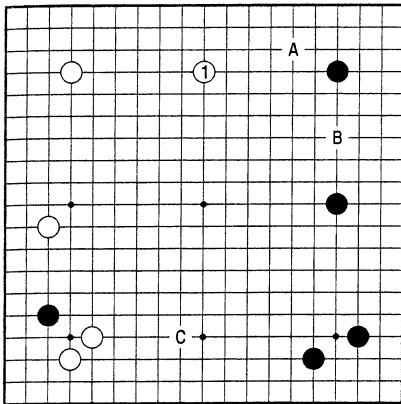
2. 포석 Opening

목표4일
Day4

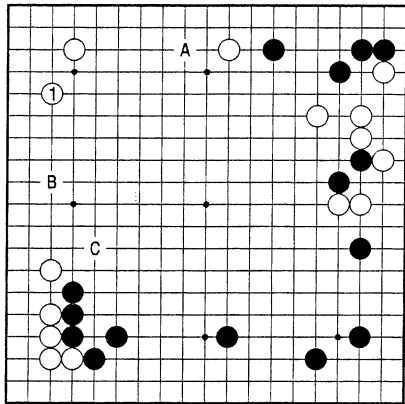
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

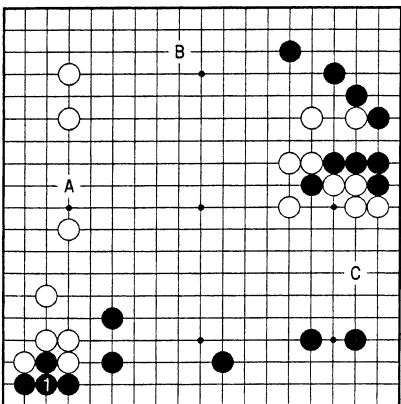
1



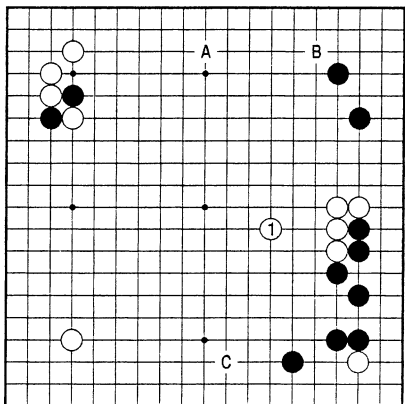
2



3



4



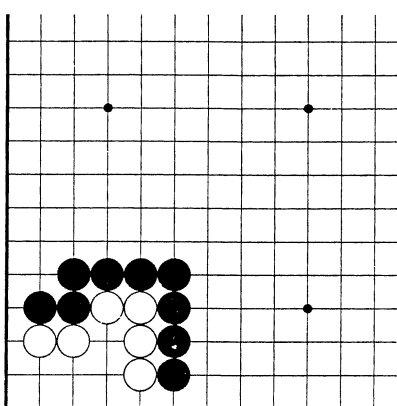


3. 사할 Life&Death

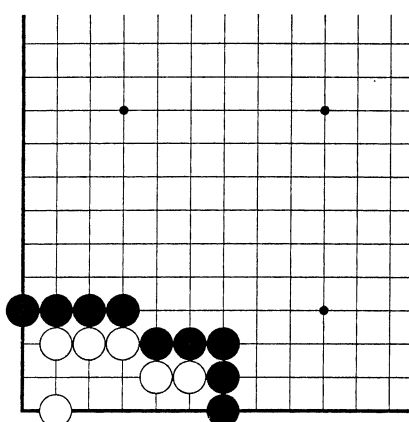
목표4일
Day4

최선의 수순을 적어보세요. Find the best answer.

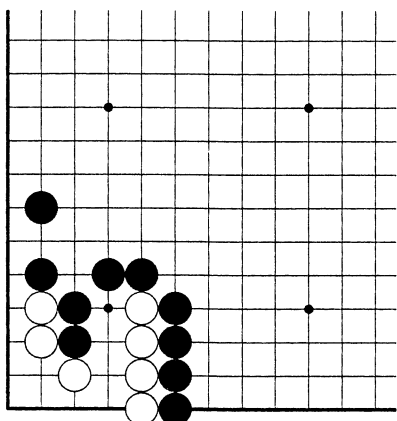
1



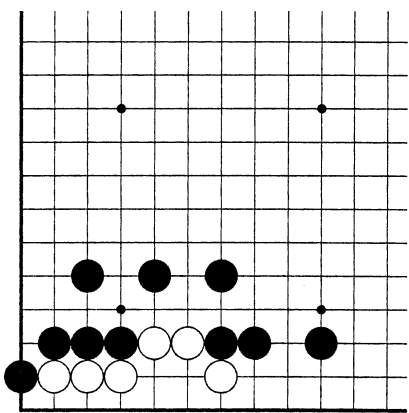
2



3



4





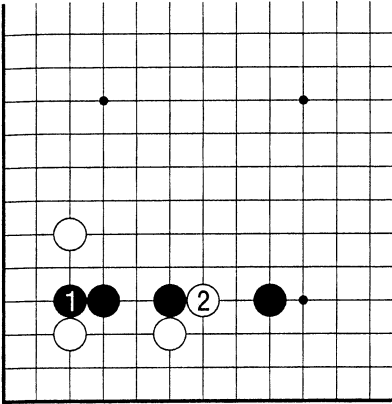
4. 정석 jeongseok, joseki

목표4일
Day4

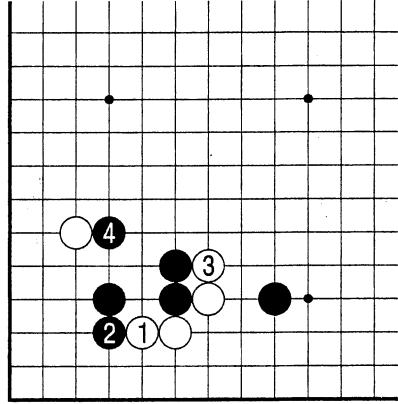
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

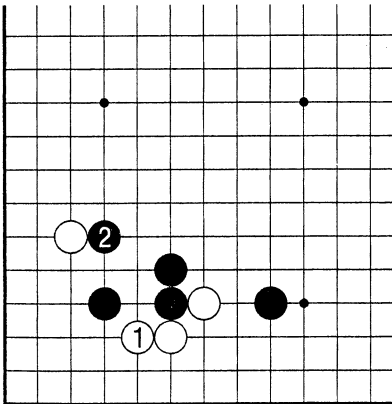
1



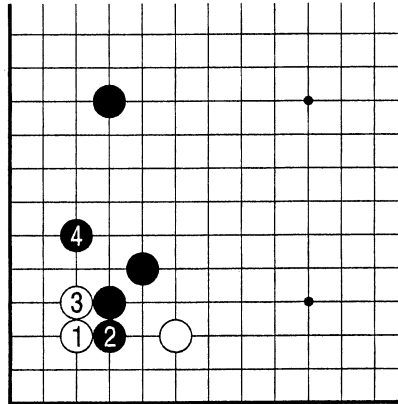
2



3



4





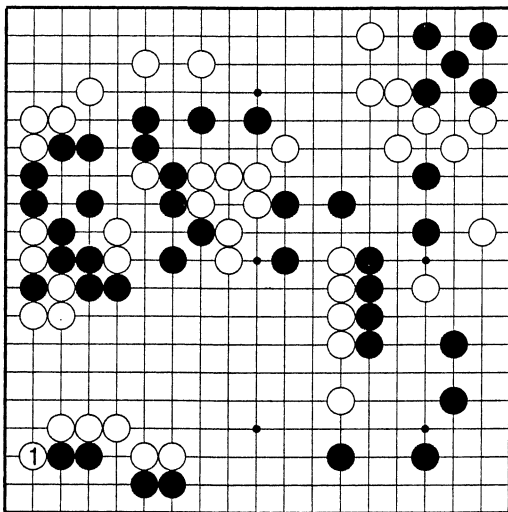
5. 프로실전연습

Pro's actual
game practice

목표4일
Day4

최선의 수순을 적어보세요. Find the best answer.

1

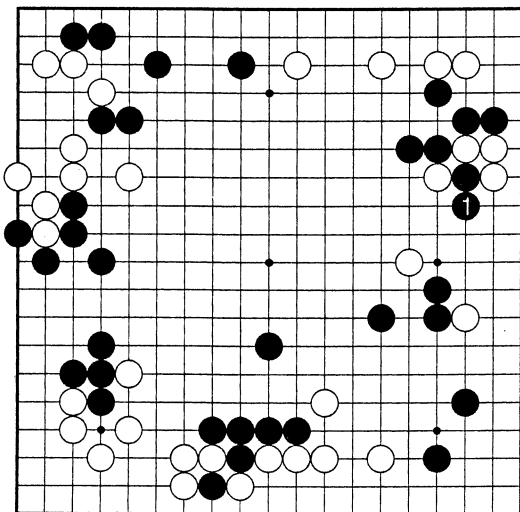


[3수 표시, 흑: 왕리청]

[3 moves, B: Wang Li-Cheng]



2



[5수 표시, 백: 박영훈]

[5 moves, W: Park Young-Hoon]





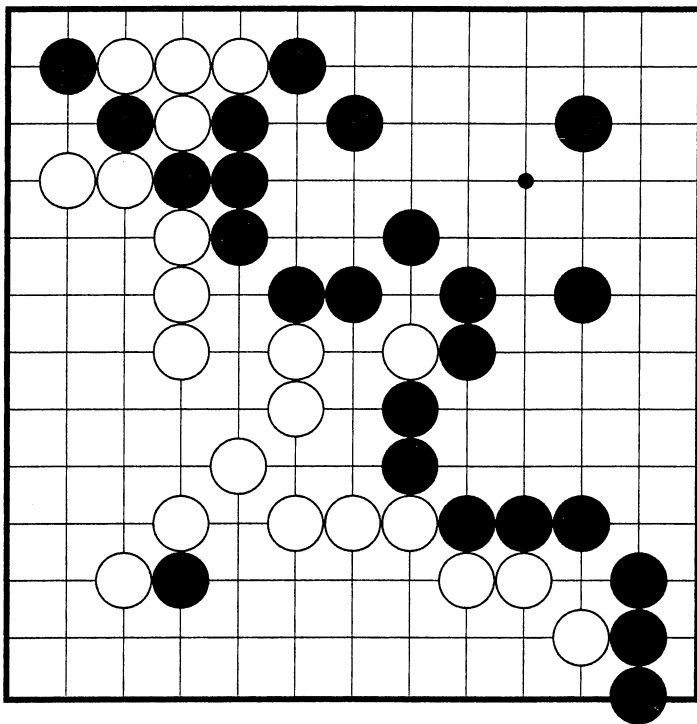
6. 끝내기 End game

목표4일
Day4

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
Black points White points B, W points wins

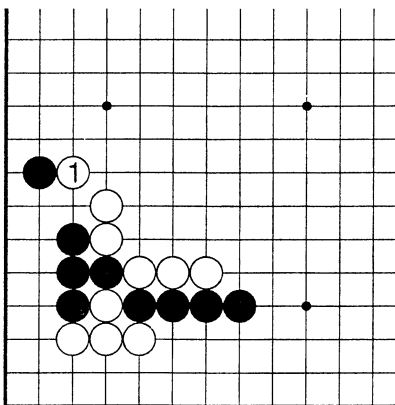


1. 접근전 Close Combat

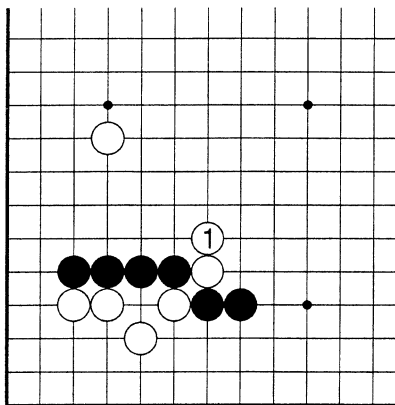
목표5일
Day5

최선의 수순을 적어보세요. Find the best answer.

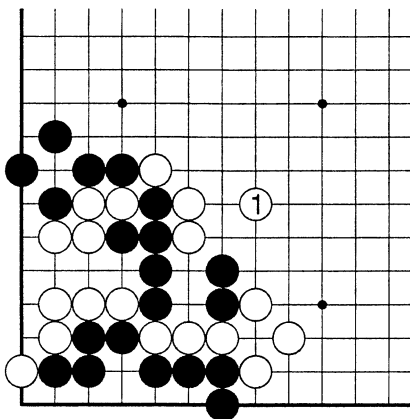
1



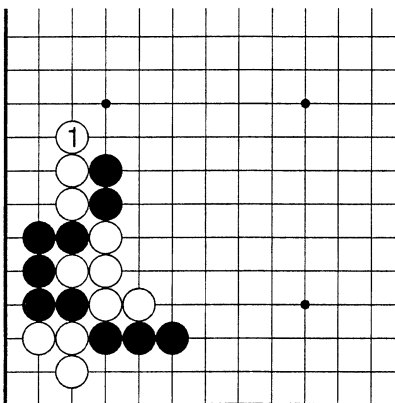
2



3



4





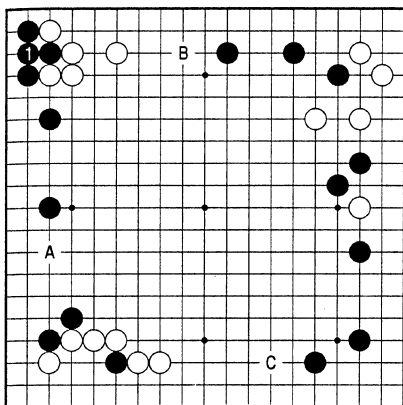
2. 포석 Opening

목표5일
Day5

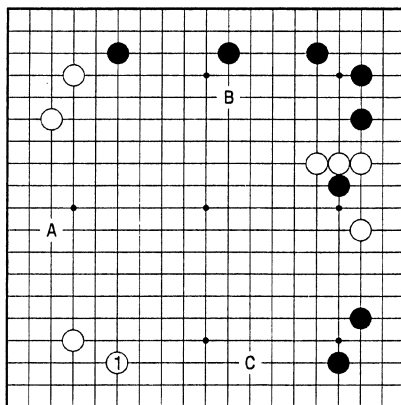
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

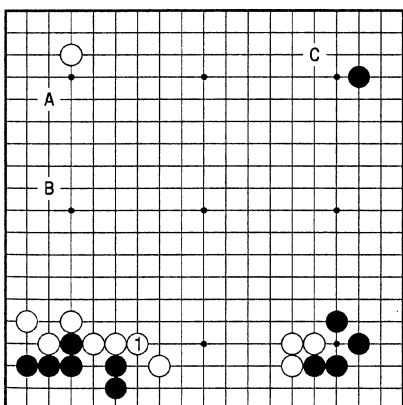
1



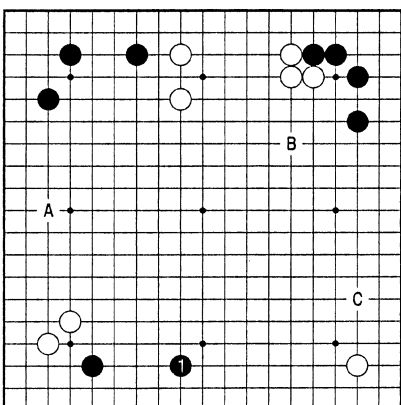
2



3



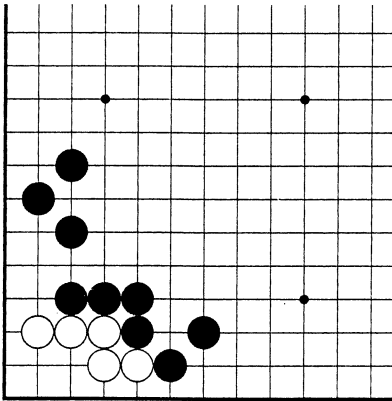
4



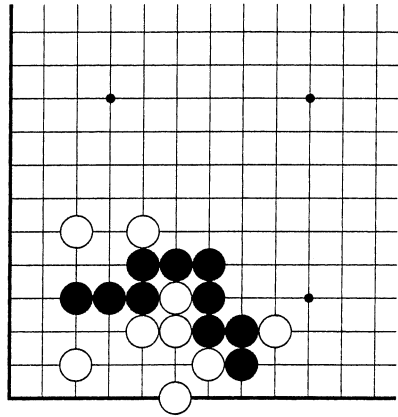


목표5일
Day5

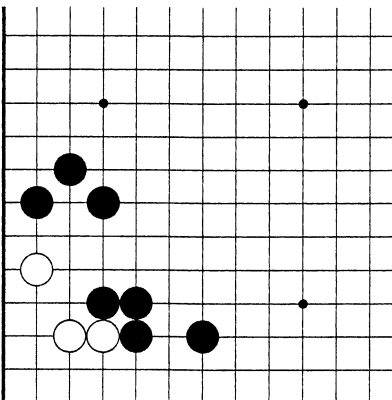
1



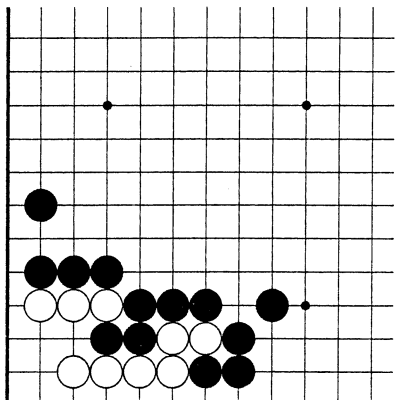
2



3



4





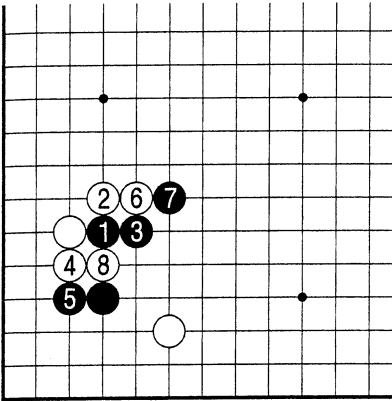
4. 정석 jeongseok, joseki

목표5일
Day5

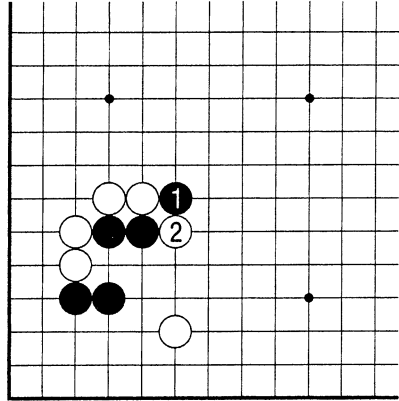
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

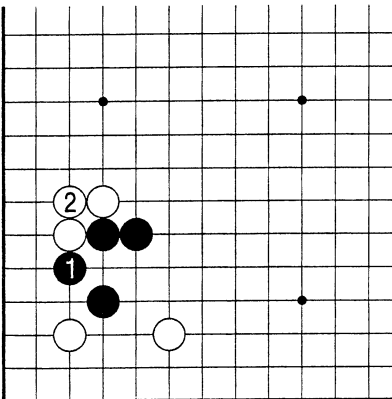
1



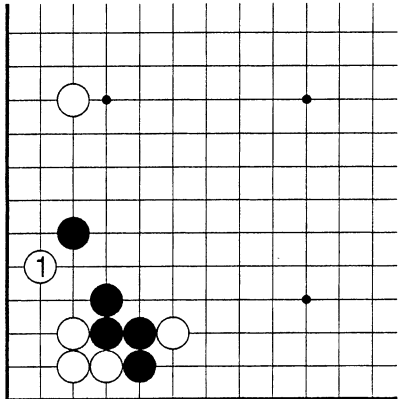
2



3



4





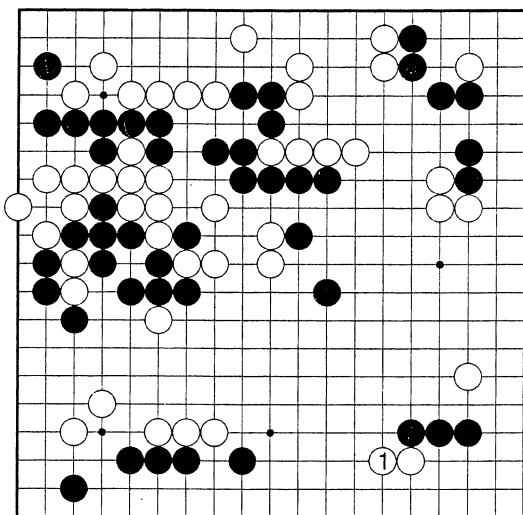
5. 프로실전연습

Pro's actual
game practice

목표5일
Day5

최선의 수순을 적어보세요. Find the best answer.

1





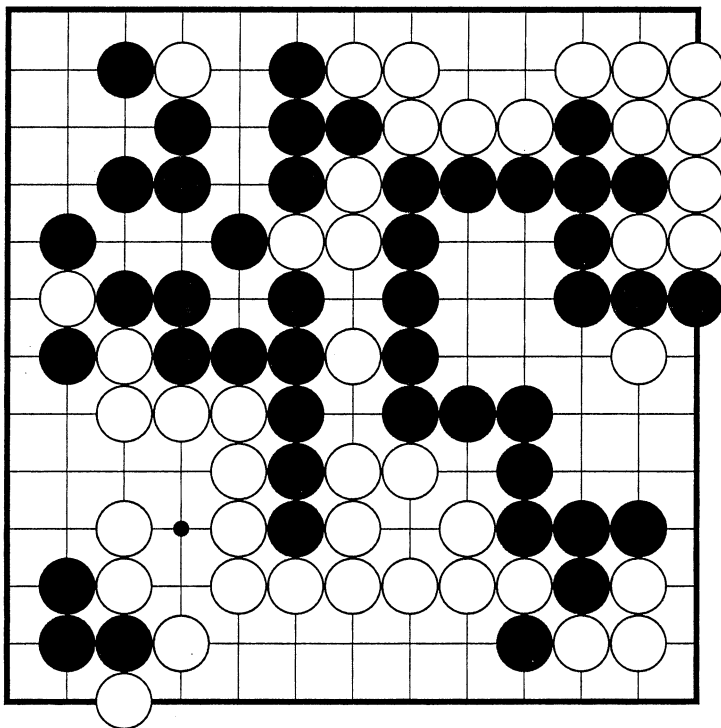
6. 끝내기 End game

목표5일
Day5

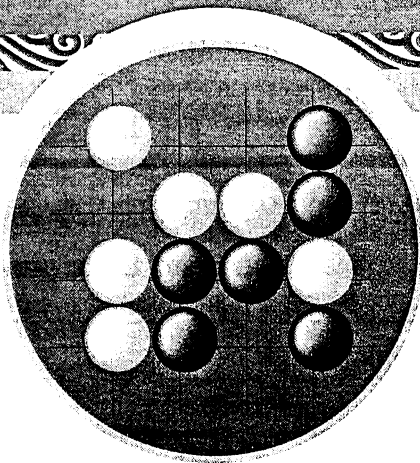
최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins



Chapter 2 (2부)

Days 6-10 (6일~10일)

.....



Day6	-----	p.37~p.42
Day7	-----	p.43~p.48
Day8	-----	p.49~p.54
Day9	-----	p.55~p.60
Day10	-----	p.61~p.66

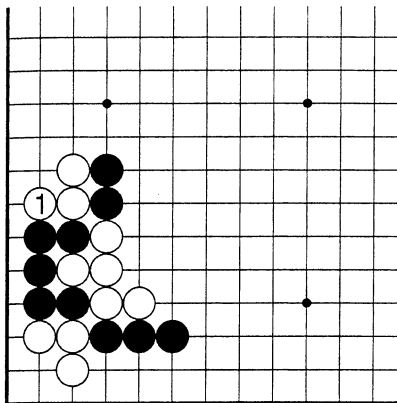


1. 접근전 Close Combat

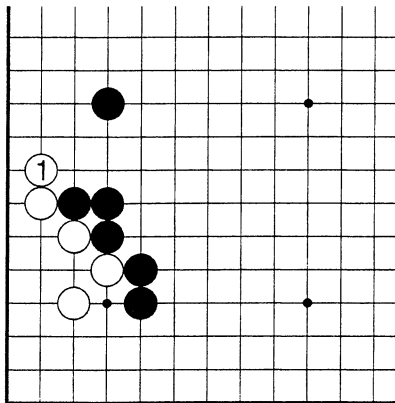
목표6일
Day6

최선의 수순을 적어보세요. Find the best answer.

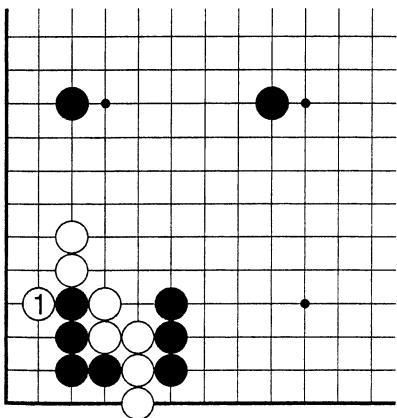
1



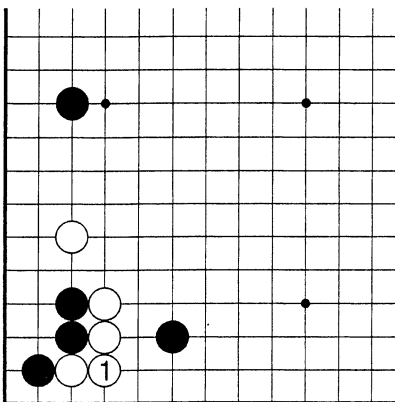
2



3



4





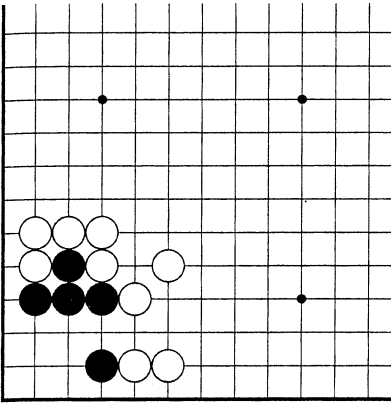
목표6일
Day6

Find the correct moves and circle them.

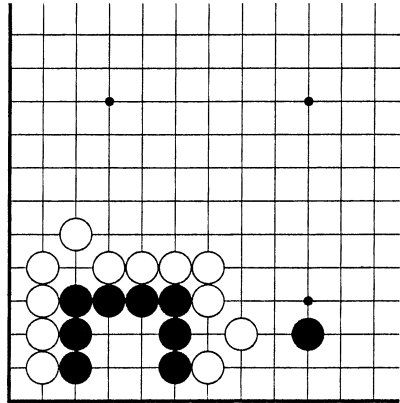


목표6일
Day6

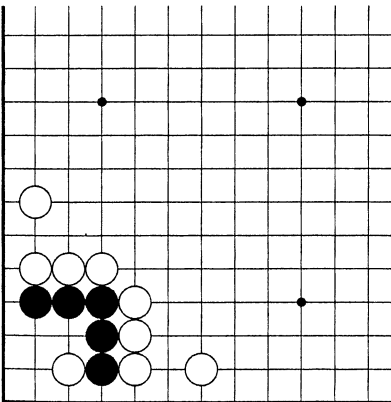
1



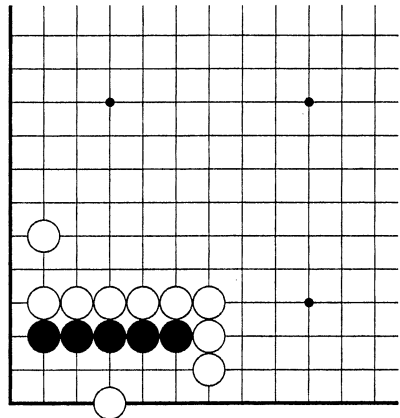
2



3



4





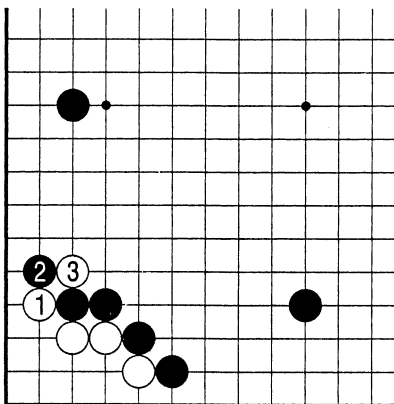
4. 정석 jeongseok, joseki

목표6일
Day6

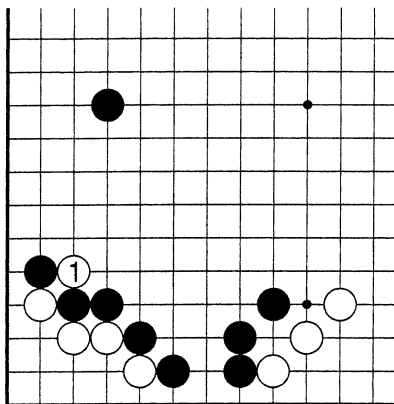
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

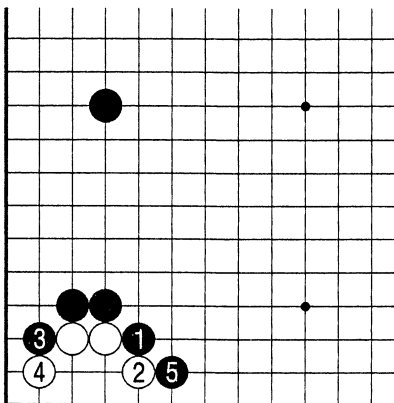
1



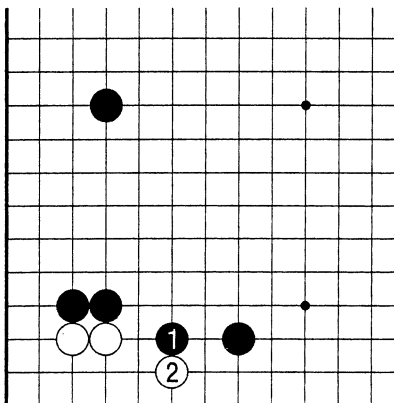
2



3



4



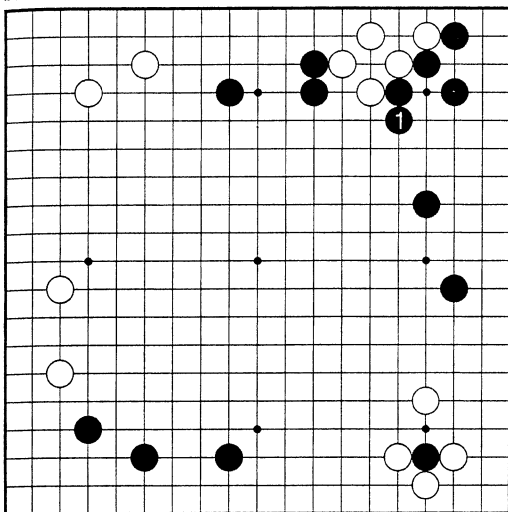
5. 프로실전연습

Pro's actual game practice

목표6일
Day6

최선의 수순을 적어보세요. Find the best answer.

1

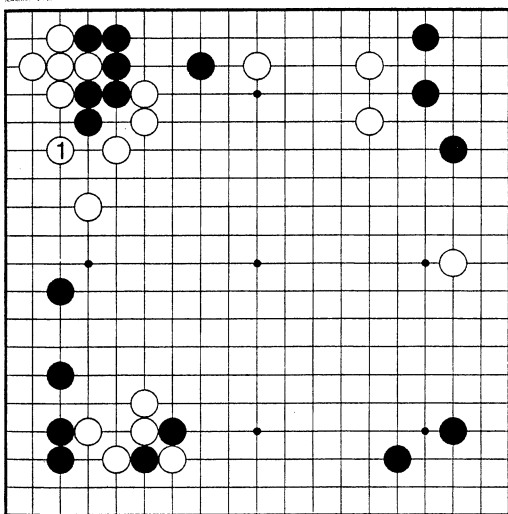


[7수 표시, 백: 조훈현]

[7 moves, W: Cho Hoon-Hyun]



2



[3수 표시, 흑: 이창호]

[3 moves, B: Lee Chang-Ho]





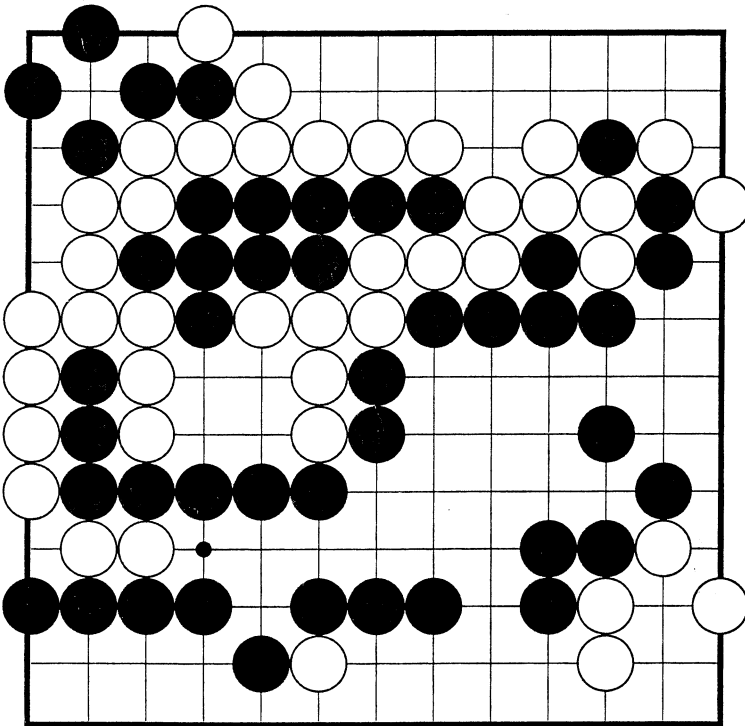
6. 끝내기 End game

목표6일
Day6

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

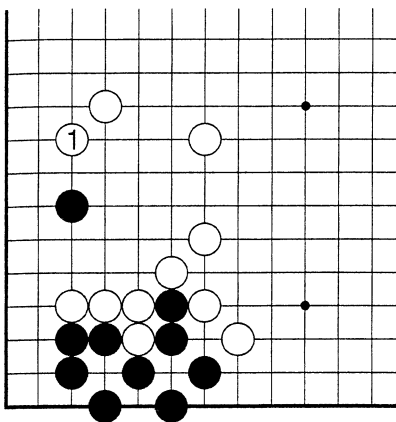
1



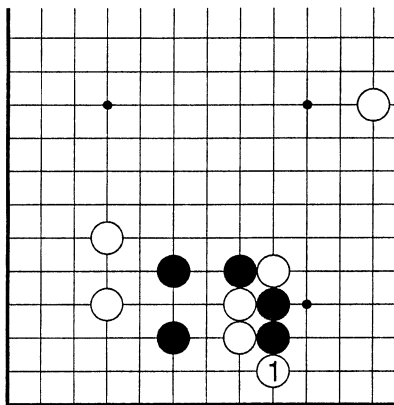
흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

목표7일
Day7

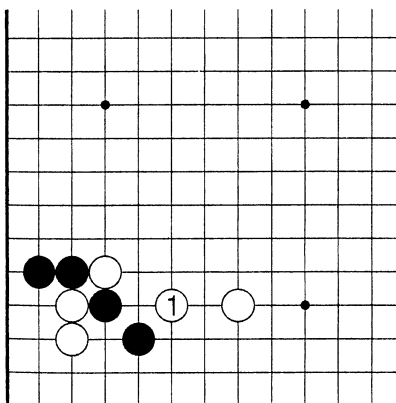
1



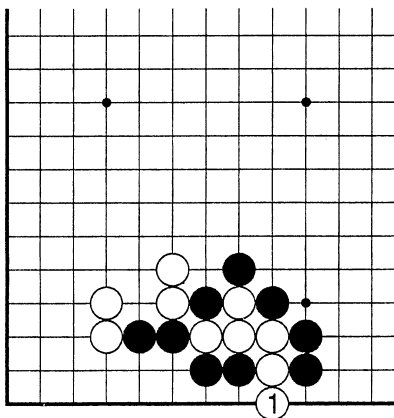
2



3



4





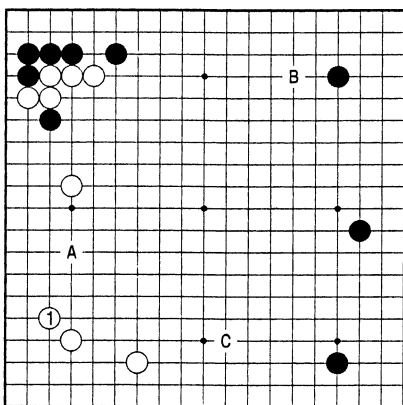
2. 포석 Opening

목표7일
Day7

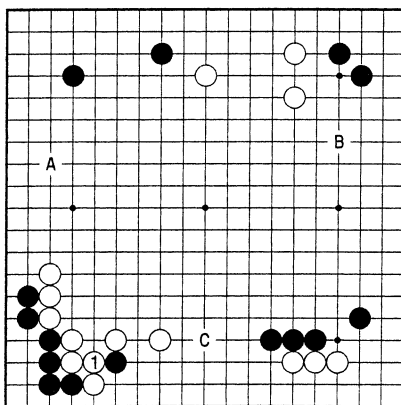
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

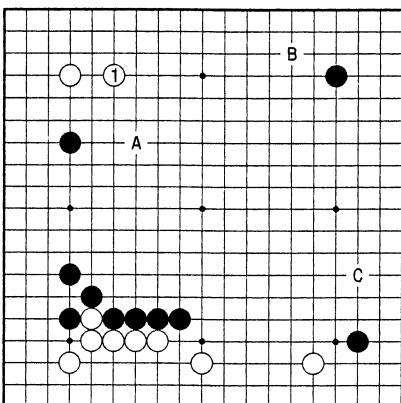
1



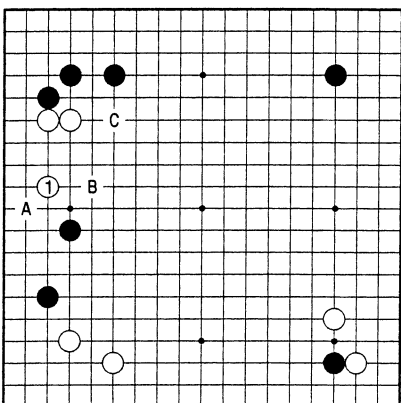
2



3



4



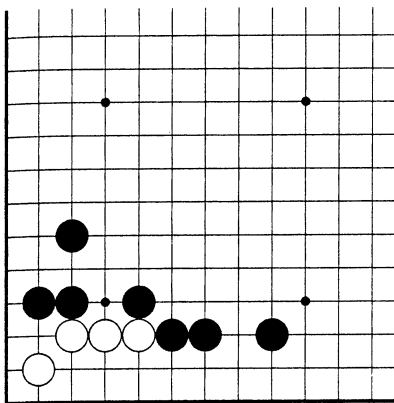


3. 사할 Life&Death

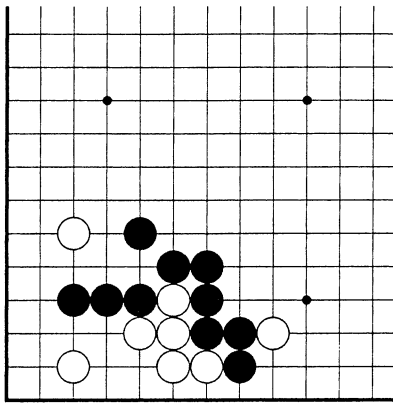
목표7일
Day7

최선의 수순을 적어보세요. Find the best answer.

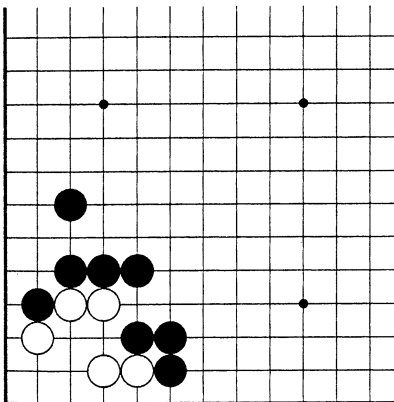
1



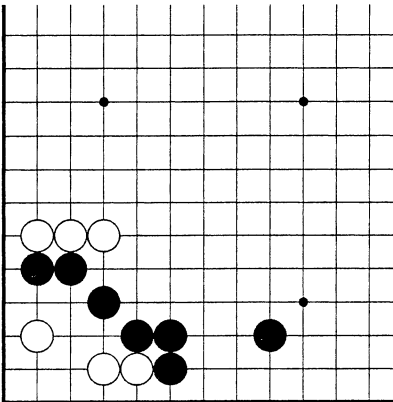
2



3



4





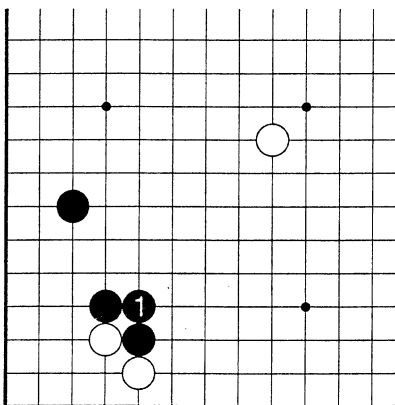
4. 정석 jeongseok, joseki

목표 7일
Day 7

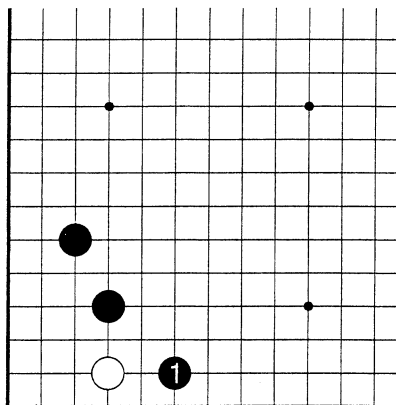
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

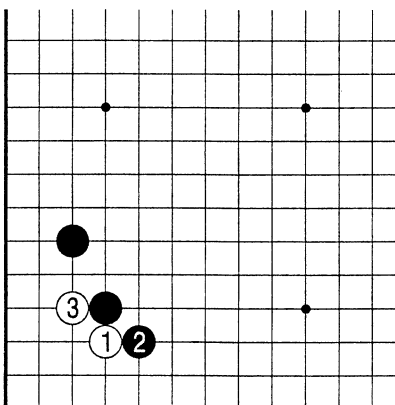
1



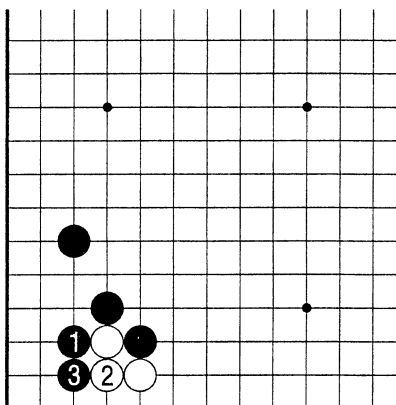
2



3



4





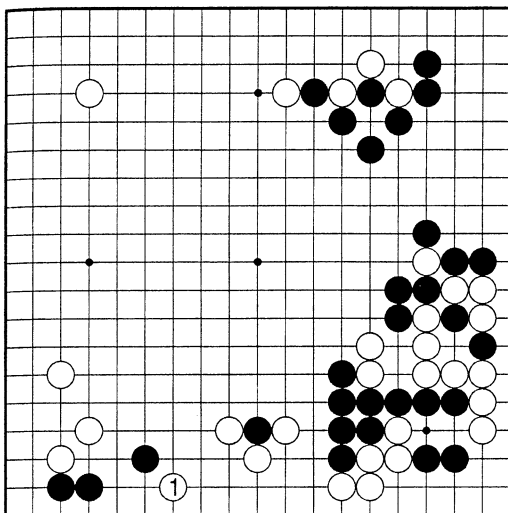
5. 프로실전연습

Pro's actual
game practice

목표7일
Day7

최선의 수순을 적어보세요. Find the best answer.

1

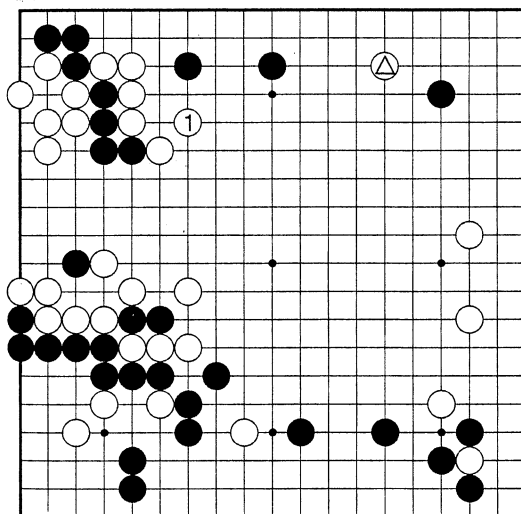


[1수 표시, 흑: 조훈현]

[1 move, B: Cho Hoon-Hyun]



2



[1수 표시, 흑: 이창호]

[1 move, B: Lee Chang-Ho]





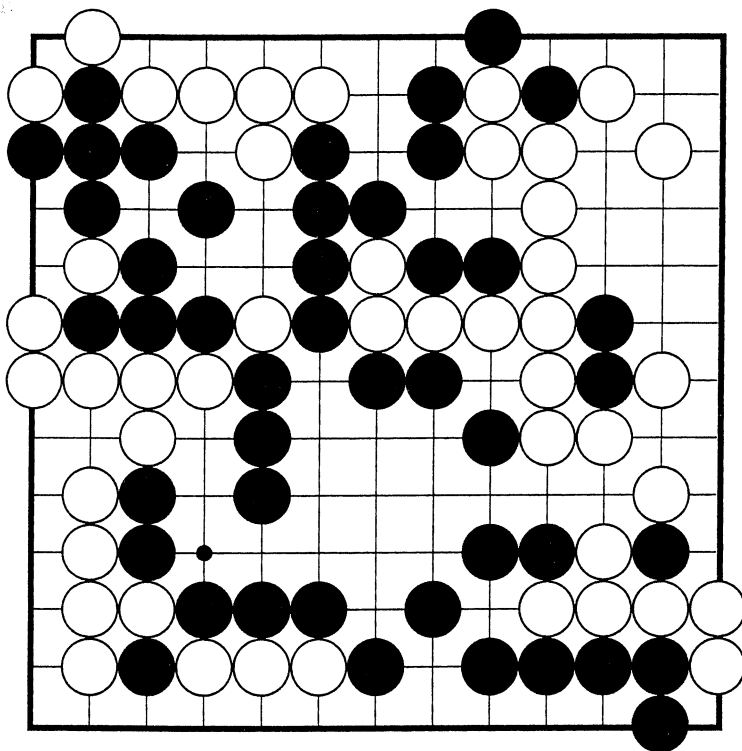
6. 끝내기 End game

목표7일
Day7

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

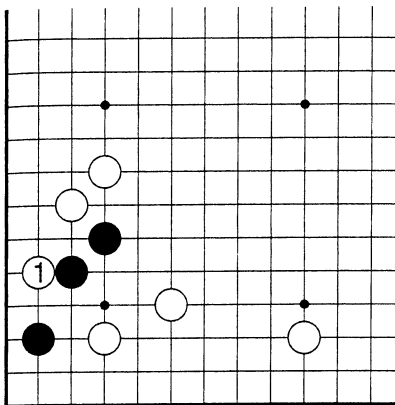


1. 접근전 Close Combat

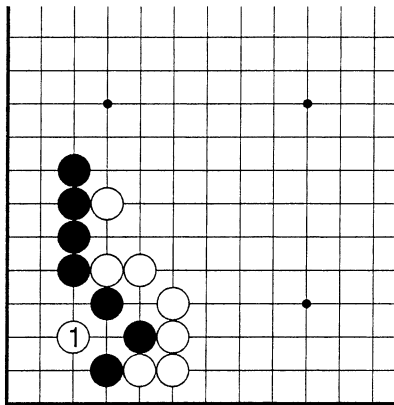
목표8일
Day8

최선의 수순을 적어보세요. Find the best answer.

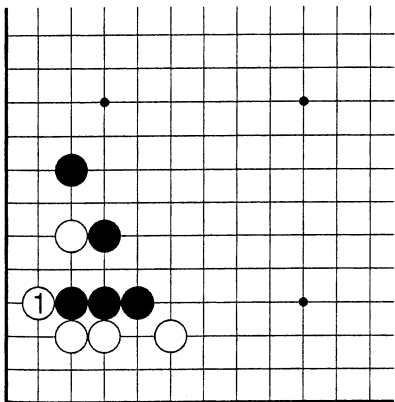
1



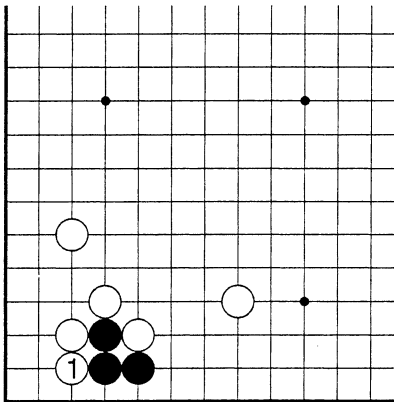
2



3



4





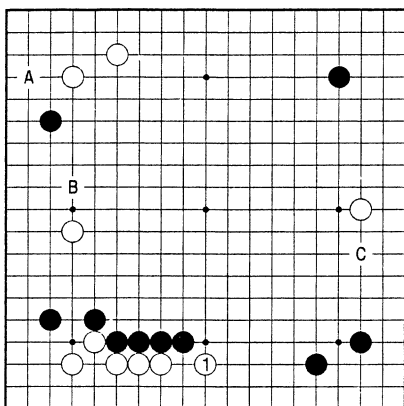
2. 포석 Opening

목표8일
Day8

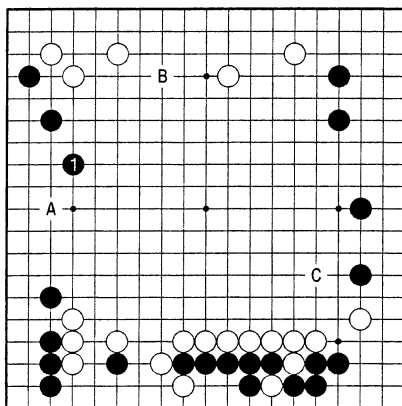
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

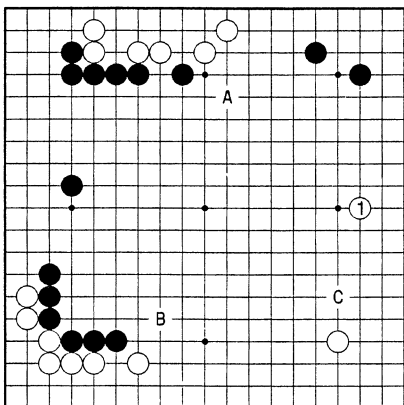
1



2



3

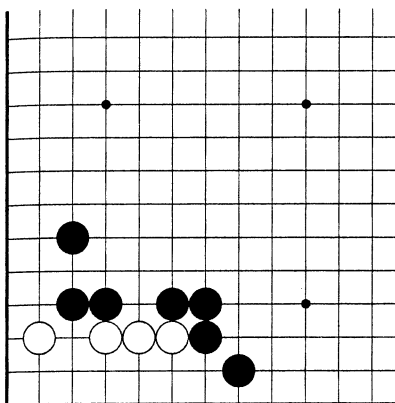


3. 사할 Life&Death

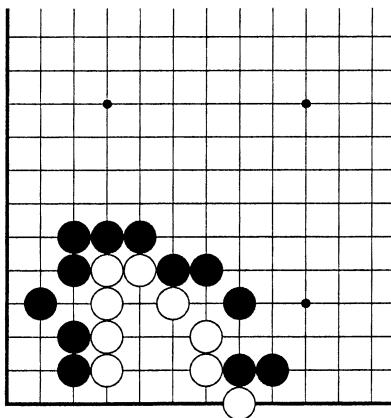
목표8일
Day8

최선의 수순을 적어보세요. Find the best answer.

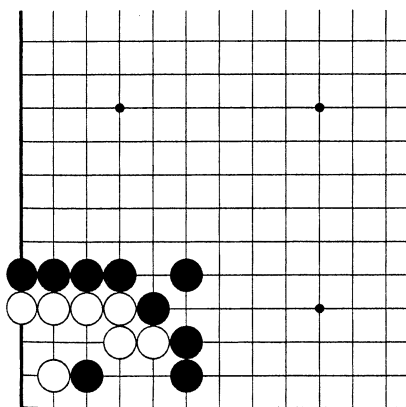
7



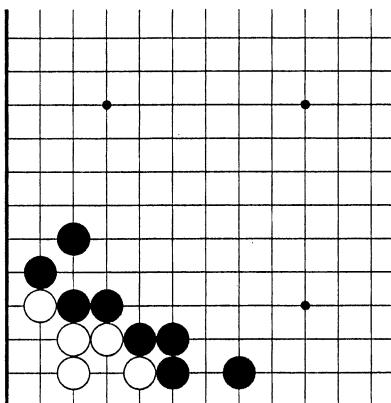
2



3



4





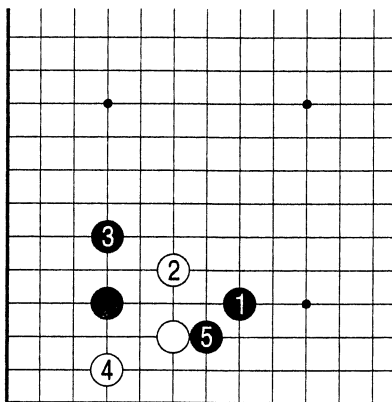
4. 정석 jeongseok, joseki

목표8일
Day8

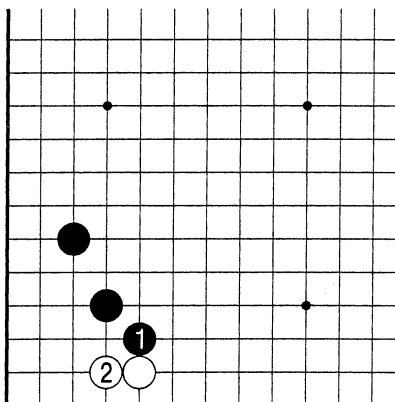
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

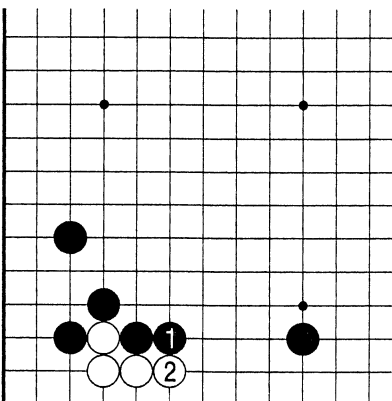
1



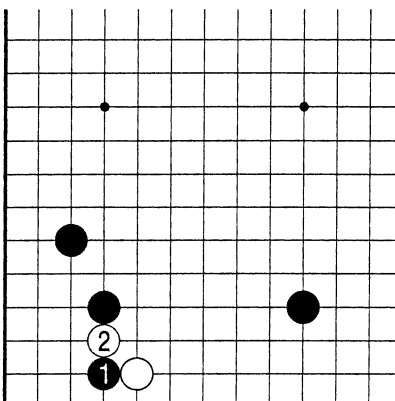
2



3



4





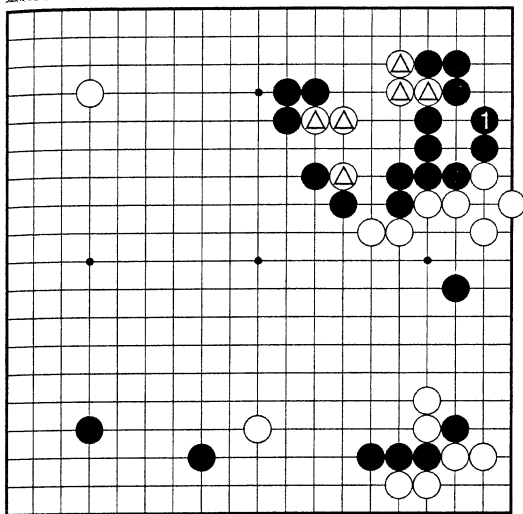
5. 프로실전연습

Pro's actual
game practice

목표8일
Day8

최선의 수순을 적어보세요. Find the best answer.

1

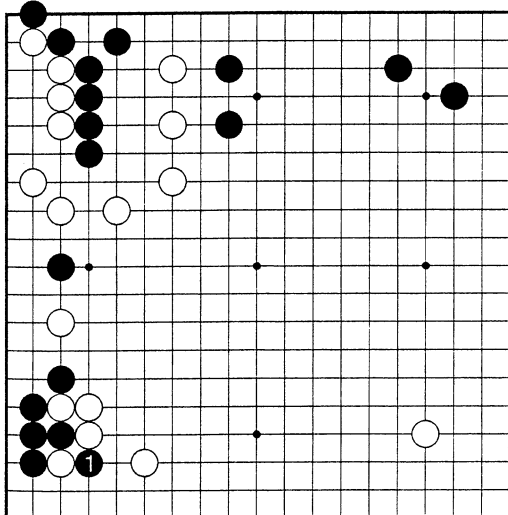


[3수 표시, 백: 조훈현]

[3 moves, W: Cho Hoon-Hyun]



2



[5수 표시, 백: 이창호]

[5 moves, W: Lee Chang-Ho]





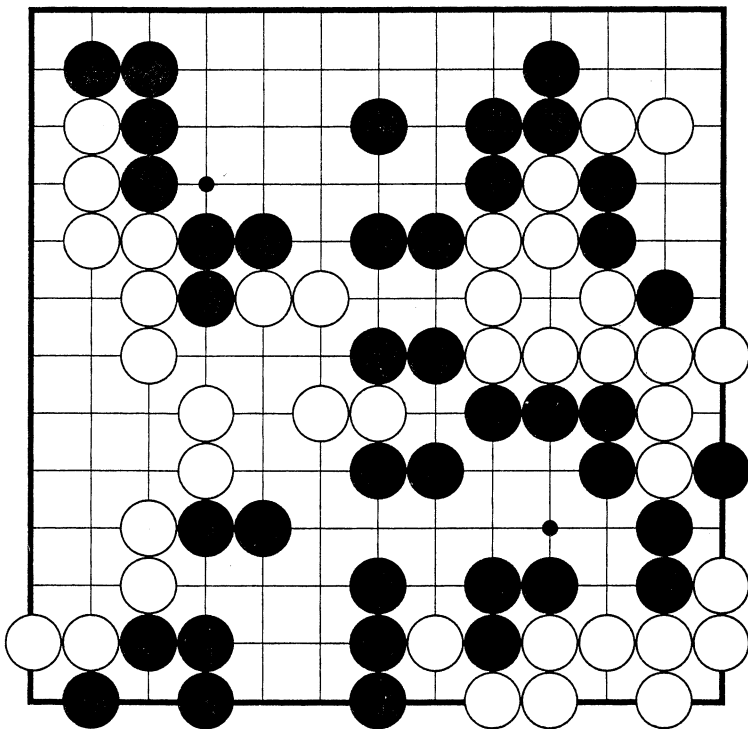
6. 끝내기 End game

목표8일
Day8

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



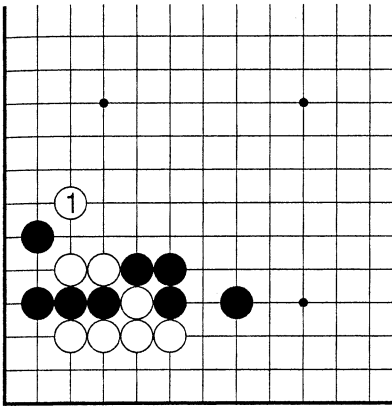
흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

1. 접근전 Close Combat

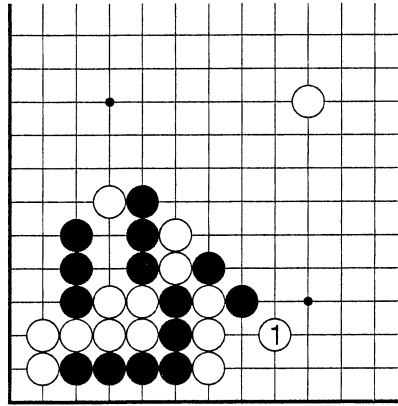
목표9일
Day9

최선의 수순을 적어보세요. Find the best answer.

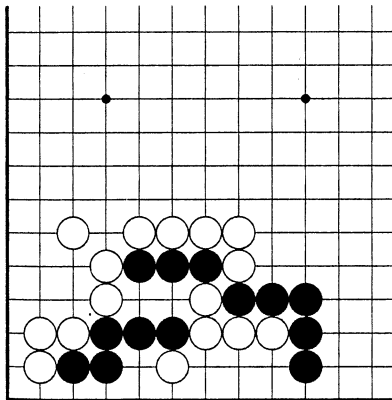
1



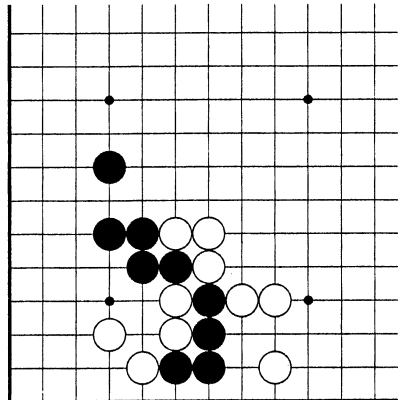
2



3



4





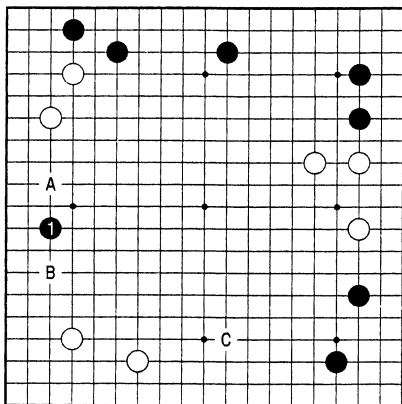
2. 포석 Opening

목표9일
Day9

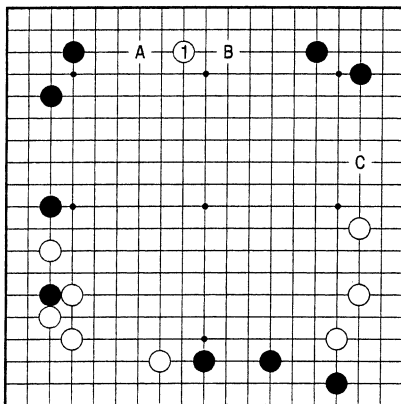
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

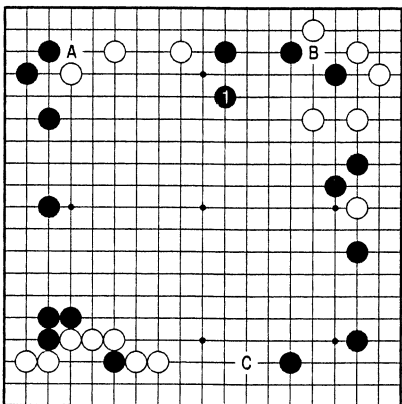
1



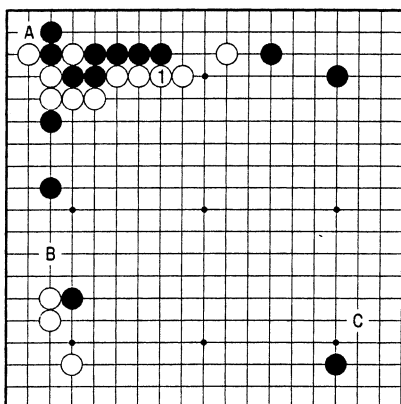
2



3



4



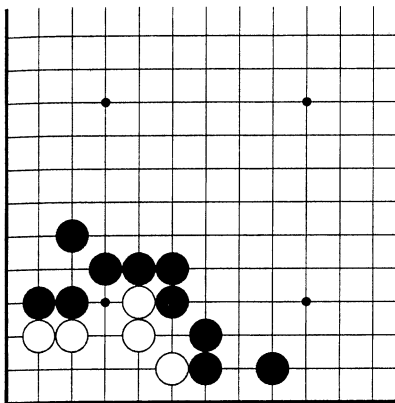


3. 사할 Life&Death

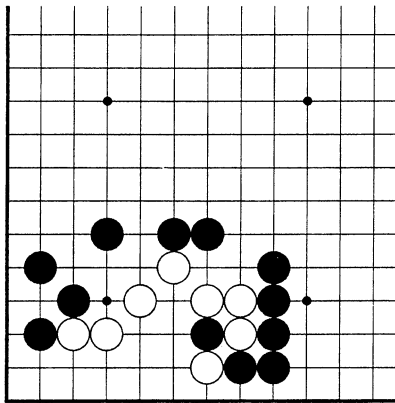
목표9일
Day9

최선의 수순을 적어보세요. Find the best answer.

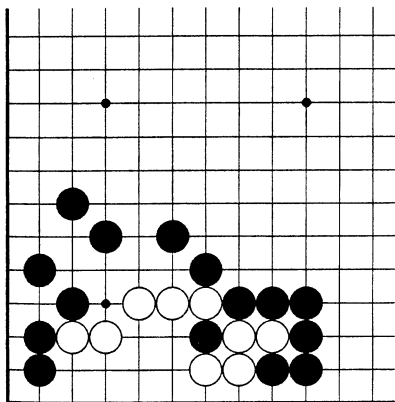
1



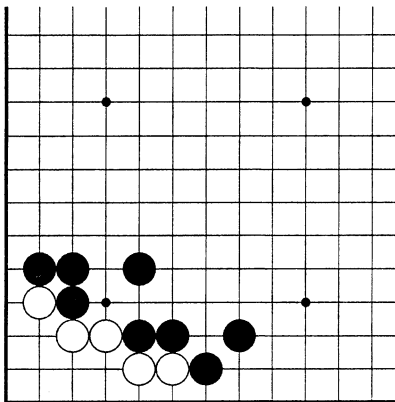
2



3



4





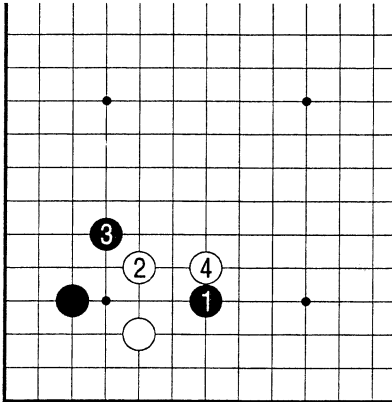
4. 정석 jeongseok, joseki

목표9일
Day9

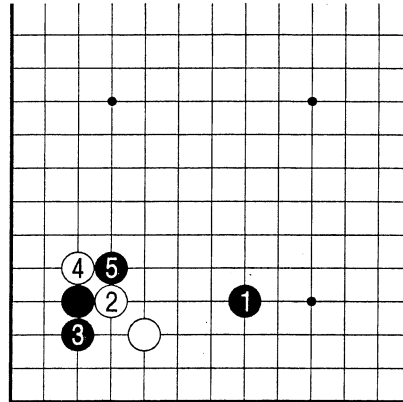
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

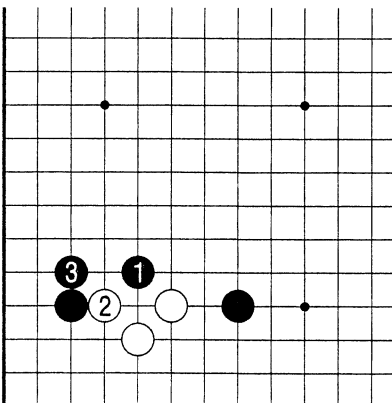
1



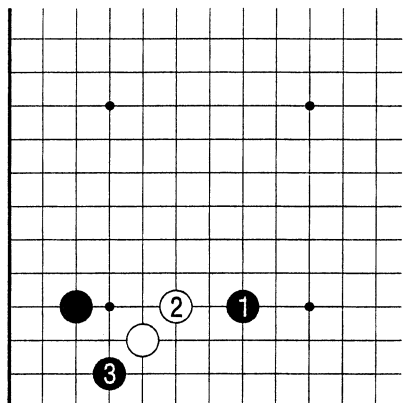
2



3



4



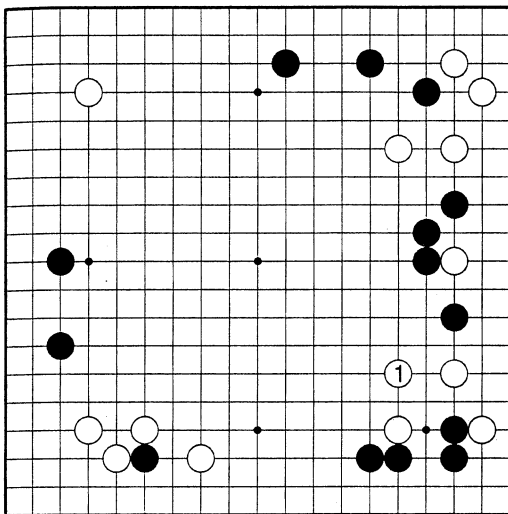
5. 프로실전연습

Pro's actual game practice

목표9일
Day9

최선의 수순을 적어보세요. Find the best answer.

1

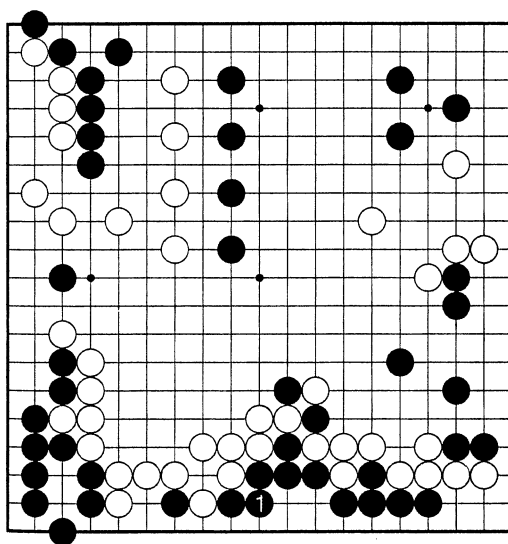


[3수 표시, 흑: 조훈현]

[3 moves, B: Cho Hoon-Hyun]



2



[1수 표시, 백: 이창호]

[1 move, W: Lee Chang-Ho]





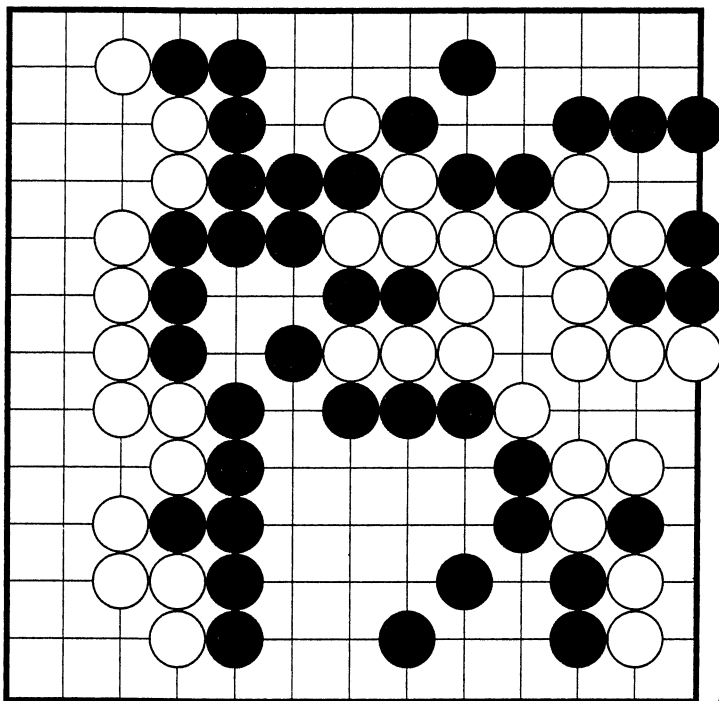
6. 끝내기 End game

목표 9일
Day 9

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

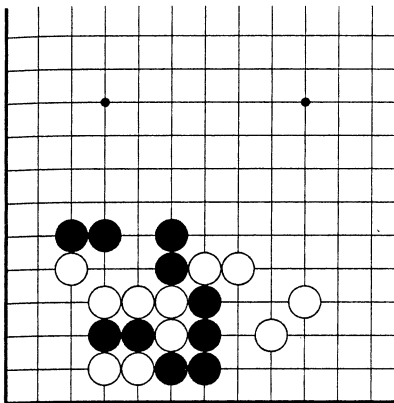


1. 접근전 Close Combat

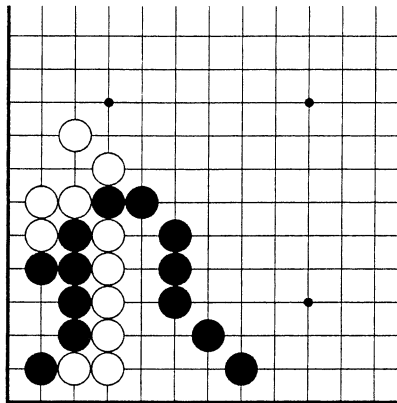
목표10일
Day10

최선의 수순을 적어보세요. Find the best answer.

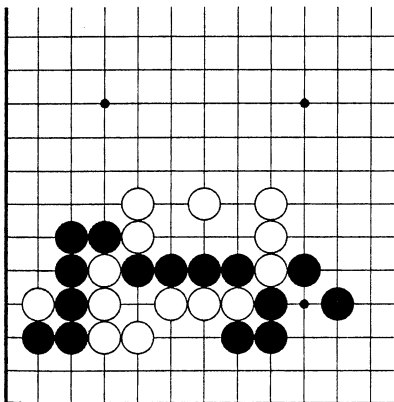
1



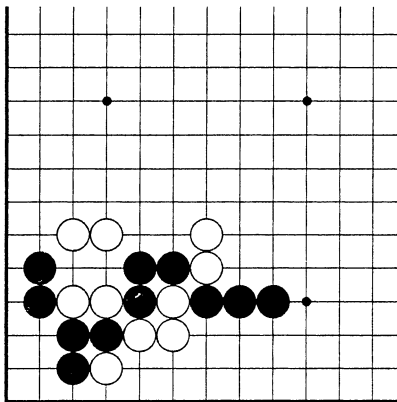
2



3



4





목표10일
Day10

Find the correct moves and circle them.

Figure 1 is a 10x10 grid representing a simulated environment. It contains 100 individuals, represented by white and black circles. The distribution is as follows:

- White circles (50 total):** (1, 9), (2, 8), (3, 1), (3, 2), (3, 3), (3, 4), (3, 5), (3, 6), (3, 7), (3, 8), (4, 1), (4, 2), (4, 3), (4, 4), (4, 5), (4, 6), (4, 7), (4, 8), (5, 1), (5, 2), (5, 3), (5, 4), (5, 5), (5, 6), (5, 7), (5, 8), (6, 1), (6, 2), (6, 3), (6, 4), (6, 5), (6, 6), (6, 7), (6, 8), (7, 1), (7, 2), (7, 3), (7, 4), (7, 5), (7, 6), (7, 7), (7, 8), (8, 1), (8, 2), (8, 3), (8, 4), (8, 5), (8, 6), (8, 7), (8, 8), (9, 1), (9, 2), (9, 3), (9, 4), (9, 5), (9, 6), (9, 7), (9, 8), (10, 1), (10, 2), (10, 3), (10, 4), (10, 5), (10, 6), (10, 7), (10, 8), (10, 9), (10, 10).
- Black circles (50 total):** (1, 1), (1, 2), (1, 3), (1, 4), (1, 5), (1, 6), (1, 7), (1, 8), (1, 9), (1, 10), (2, 1), (2, 2), (2, 3), (2, 4), (2, 5), (2, 6), (2, 7), (2, 8), (2, 9), (2, 10), (3, 1), (3, 2), (3, 3), (3, 4), (3, 5), (3, 6), (3, 7), (3, 8), (3, 9), (3, 10), (4, 1), (4, 2), (4, 3), (4, 4), (4, 5), (4, 6), (4, 7), (4, 8), (4, 9), (4, 10), (5, 1), (5, 2), (5, 3), (5, 4), (5, 5), (5, 6), (5, 7), (5, 8), (5, 9), (5, 10), (6, 1), (6, 2), (6, 3), (6, 4), (6, 5), (6, 6), (6, 7), (6, 8), (6, 9), (6, 10), (7, 1), (7, 2), (7, 3), (7, 4), (7, 5), (7, 6), (7, 7), (7, 8), (7, 9), (7, 10), (8, 1), (8, 2), (8, 3), (8, 4), (8, 5), (8, 6), (8, 7), (8, 8), (8, 9), (8, 10), (9, 1), (9, 2), (9, 3), (9, 4), (9, 5), (9, 6), (9, 7), (9, 8), (9, 9), (9, 10), (10, 1), (10, 2), (10, 3), (10, 4), (10, 5), (10, 6), (10, 7), (10, 8), (10, 9), (10, 10).

Labels A, B, and C are placed at the following coordinates:

- A: (2, 8)
- B: (7, 9)
- C: (8, 4)

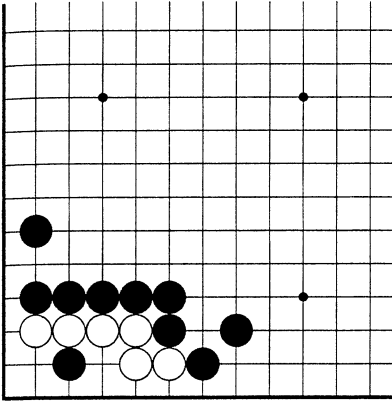


3. 사할 Life&Death

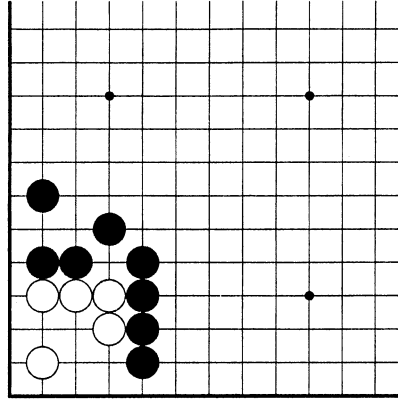
목표10일
Day10

최선의 수순을 적어보세요. Find the best answer.

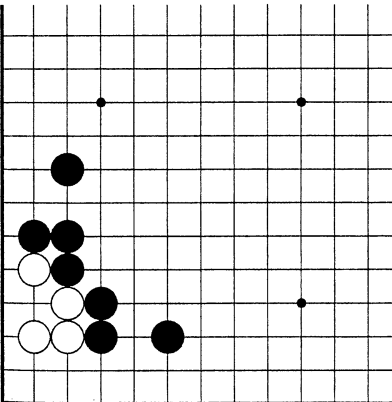
1



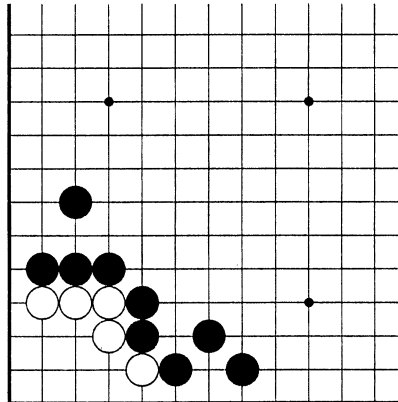
2



3



4





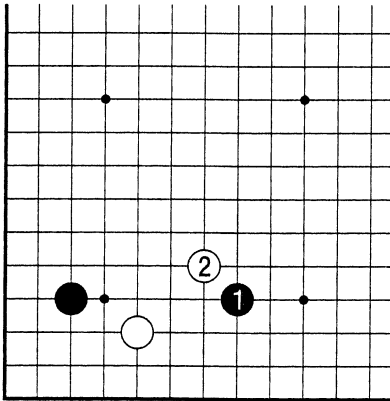
4. 정석 jeongseok, joseki

목표10일
Day10

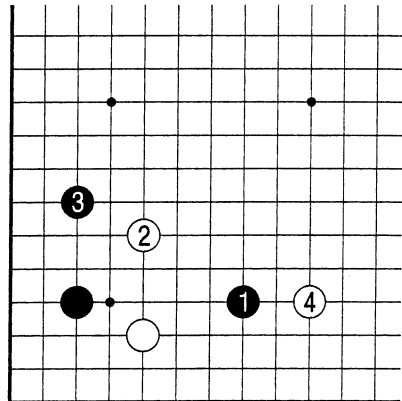
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

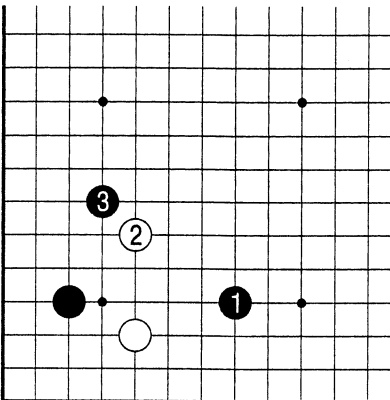
1



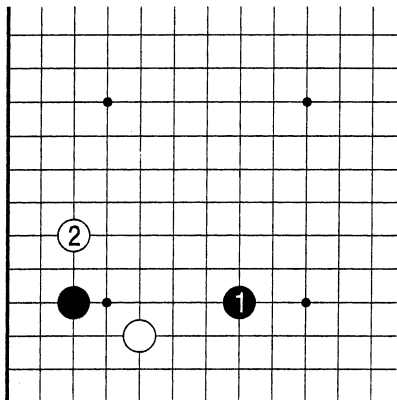
2



3



4





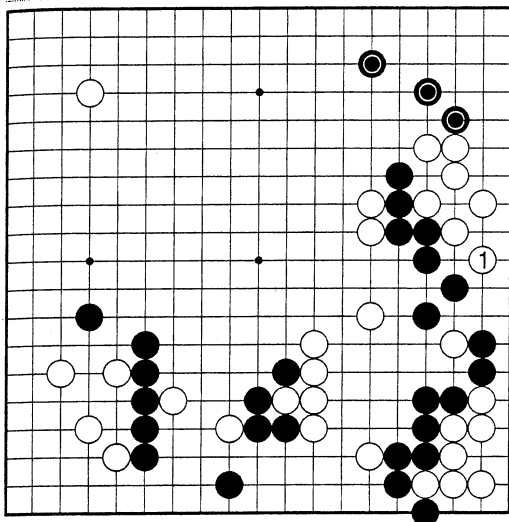
5. 프로실전연습

Pro's actual
game practice

목표10일
Day10

최선의 수순을 적어보세요. Find the best answer.

1

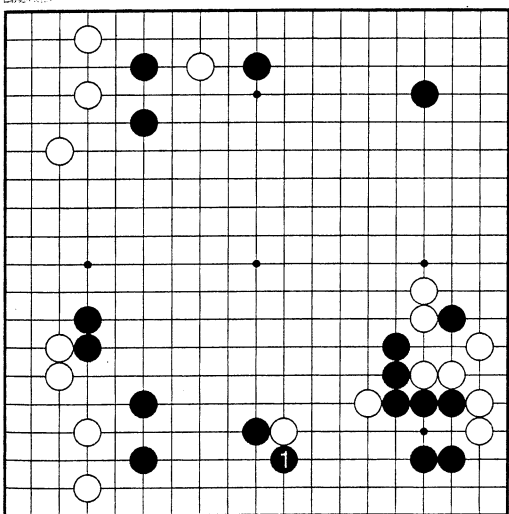


[1수 표시, 흑: 이창호]

[1 move, B: Lee Chang-Ho]



2



[5수 표시, 백: 이창호]

[5 moves, W: Lee Chang-Ho]





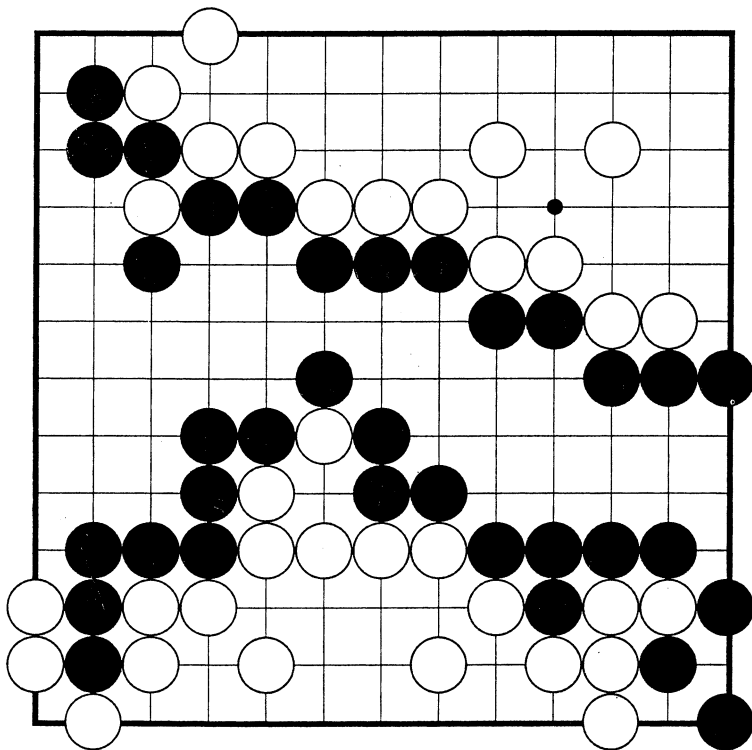
6. 끝내기 End game

목표10일
Day10

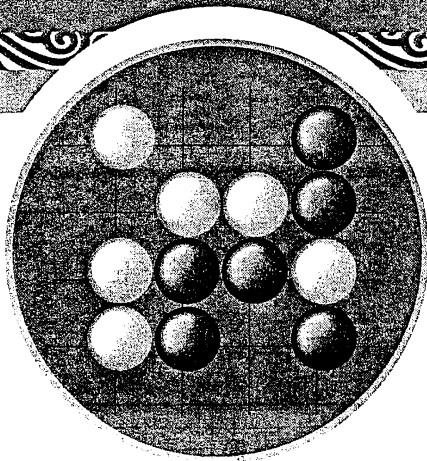
최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins



Chapter 3 (3부)

Days11-15 (11일~15일)

.....



Day11	-----	p.68~p.73
Day12	-----	p.74~p.79
Day13	-----	p.80~p.85
Day14	-----	p.86~p.91
Day15	-----	p.92~p.97

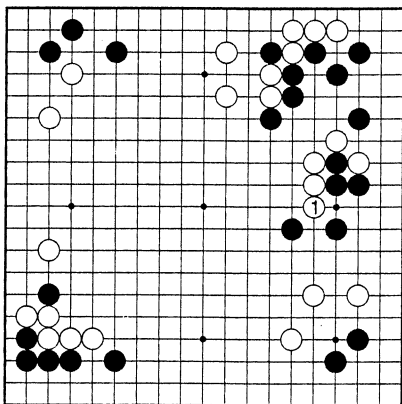
1. 접근전 Close Combat

목표11일
Day11

최선의 수순을 적어보세요. Find the best answer.

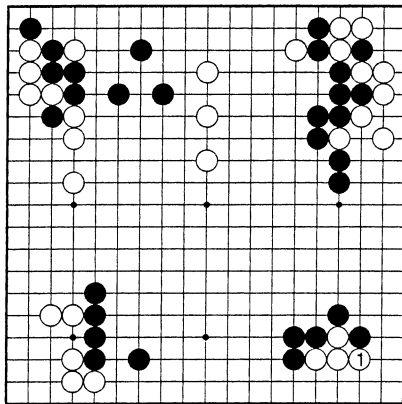
7

1수(1move)



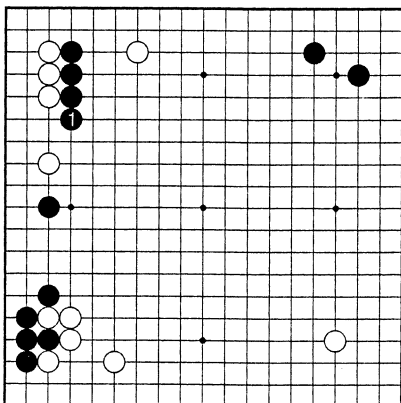
2

1수(1move)



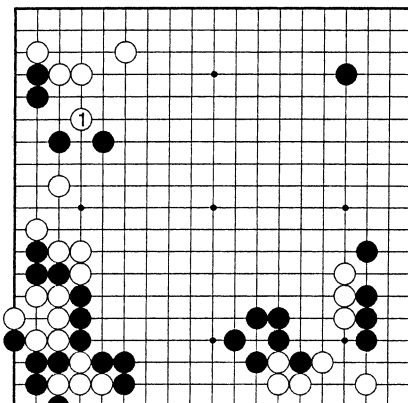
3

1수(1move)



4

1수(1move)





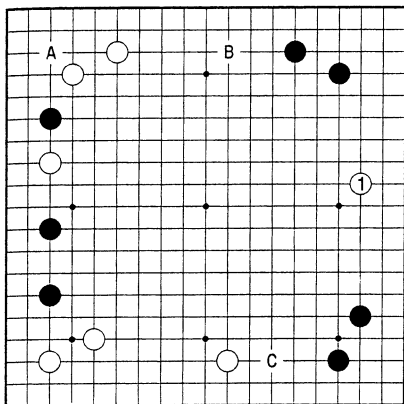
2. 포석 Opening

목표11일
Day11

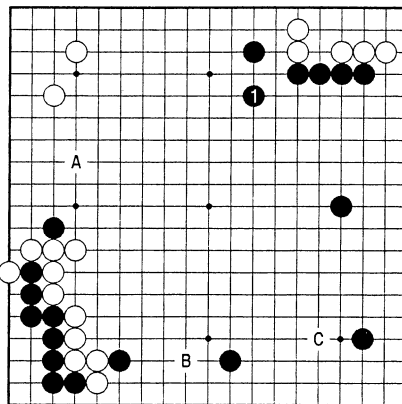
적절한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

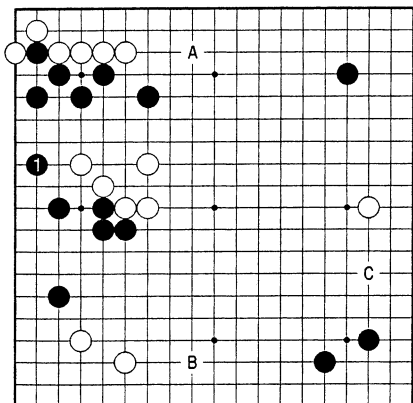
1



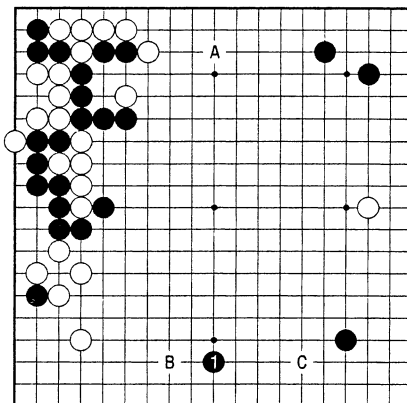
2



3



4



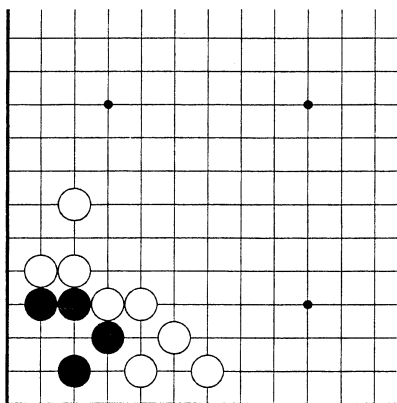


3. 사할 Life&Death

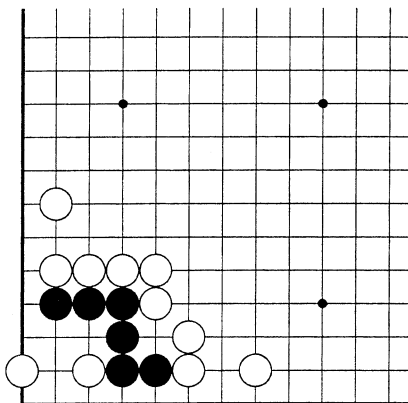
목표11일
Day11

최선의 수순을 적어보세요. Find the best answer.

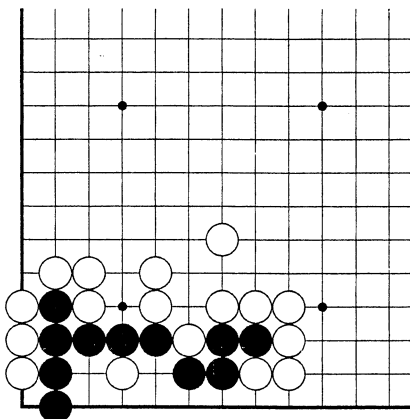
1



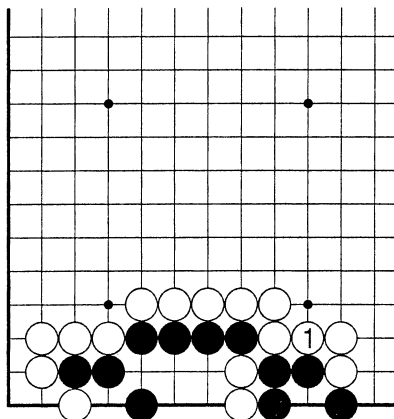
2



3



4





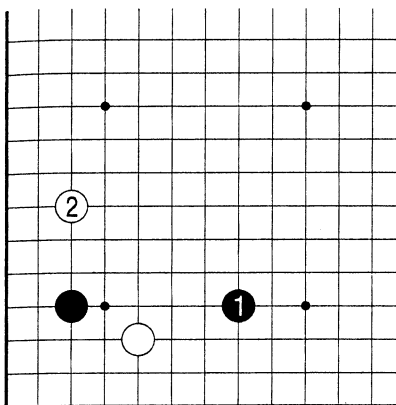
4. 정석 jeongseok, joseki

목표11일
Day11

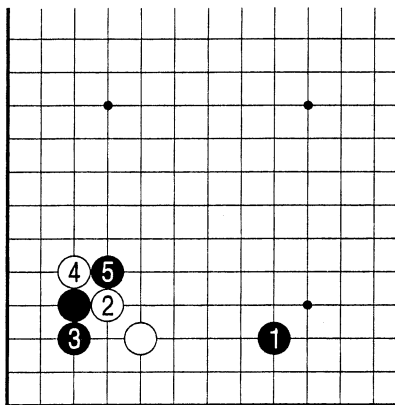
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

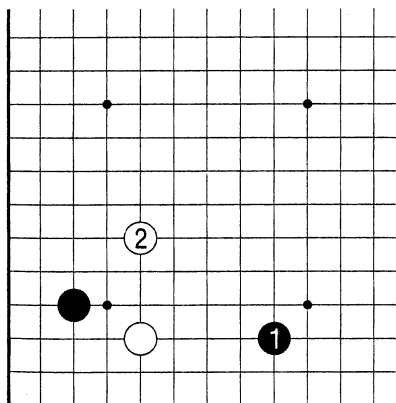
1



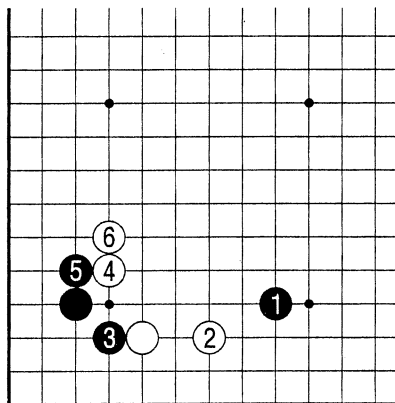
2



3



4





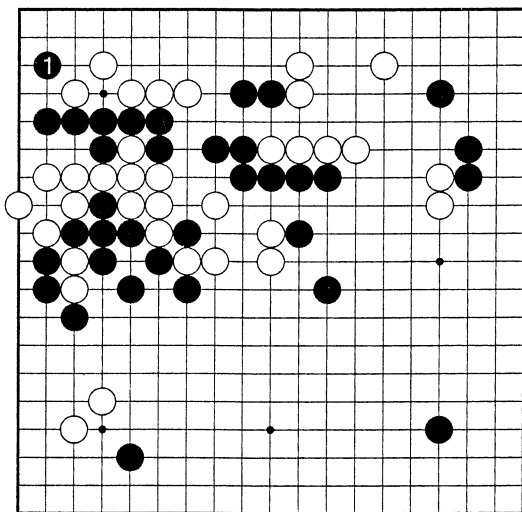
5. 프로실전연습

Pro's actual
game practice

목표11일
Day11

최선의 수순을 적어보세요. Find the best answer.

1

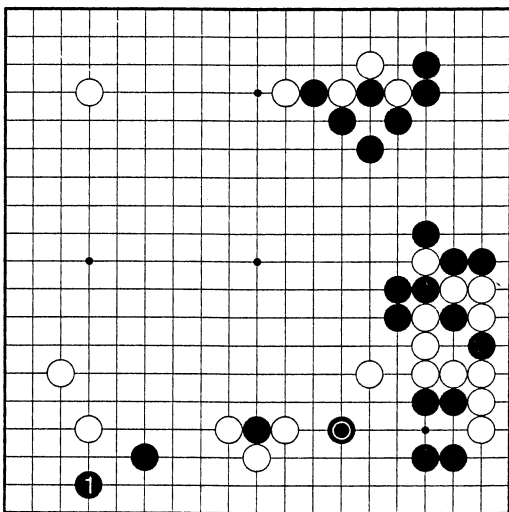


[3수 표시, 백: 목진석]

[3 moves, W: Mok Jin-Suk]



2



[3수 표시, 백: 목진석]

[3 moves, W: Mok Jin-Suk]





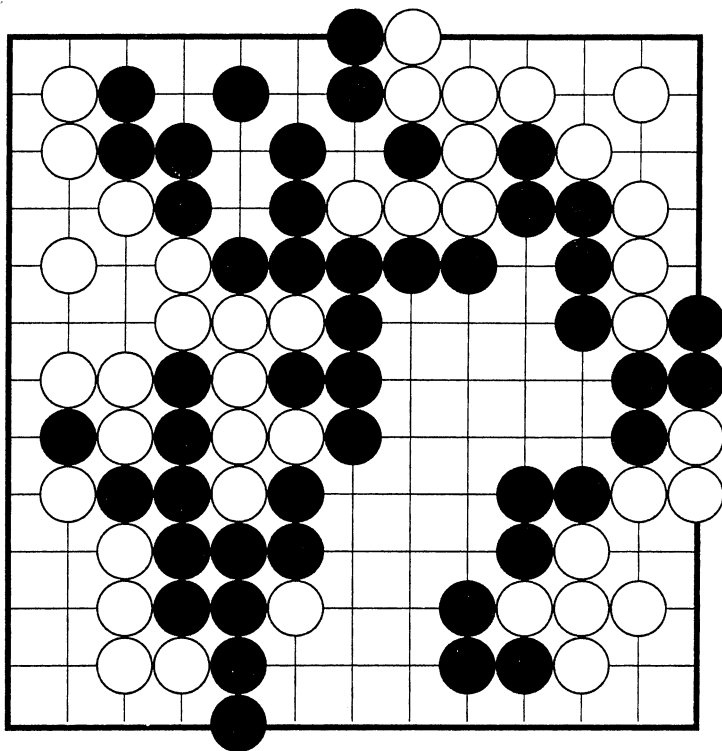
6. 끝내기 End game

목표11일
Day11

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



흑 집 백 집 흑, 백 집 승리
 Black points White points B, W points wins

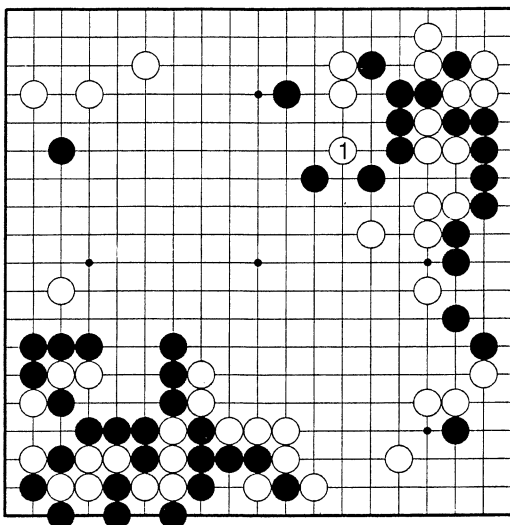


1. 접근전 Close Combat

목표12일
Day12

최선의 수순을 적어보세요. Find the best answer.

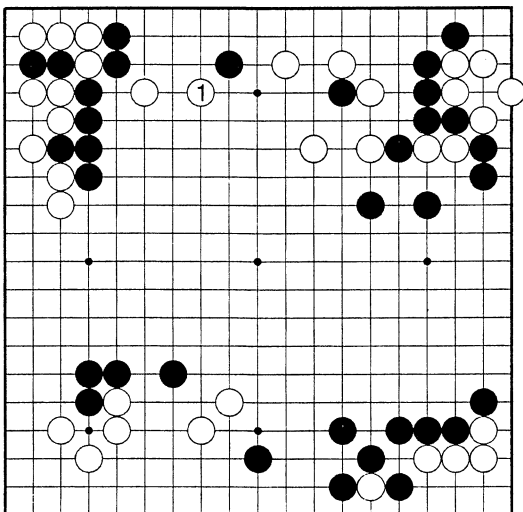
1



[3수 표시, 흑: 조한승]

[3 moves, B: Jo Han-Seung]

2



[5수 표시, 흑: 이창호]

[5 moves, B: Lee Chang-Ho]



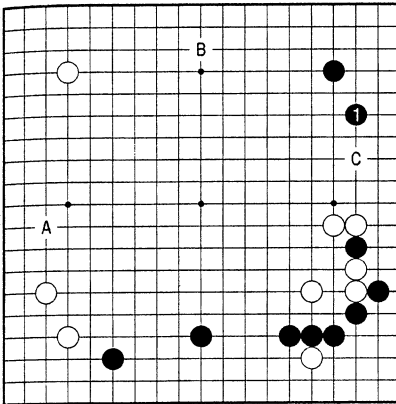
2. 포석 Opening

목표12일
Day12

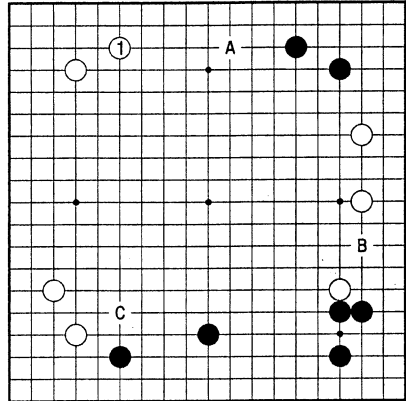
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

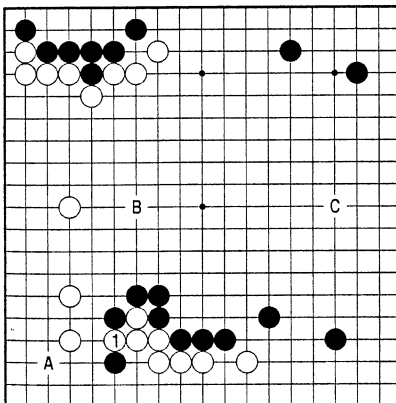
1



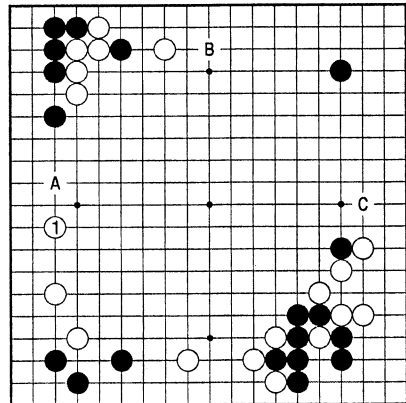
2



3



4



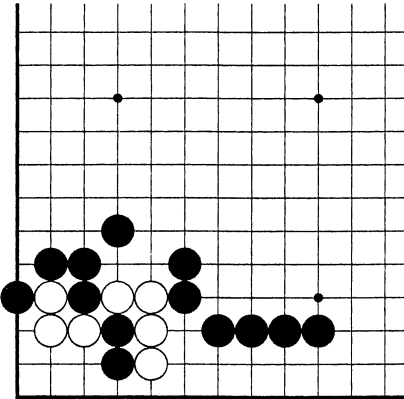


3. 사할 Life&Death

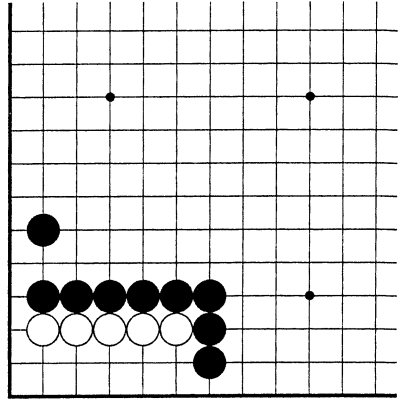
목표12일
Day12

최선의 수순을 적어보세요. Find the best answer.

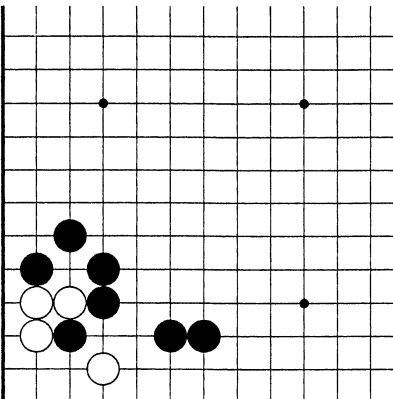
1



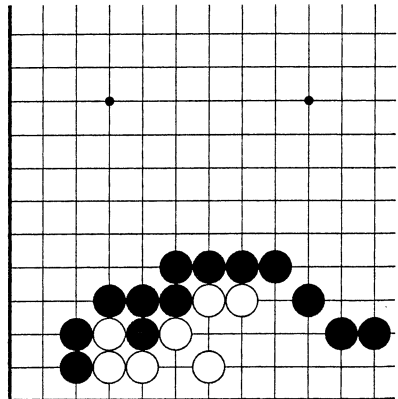
2



3



4





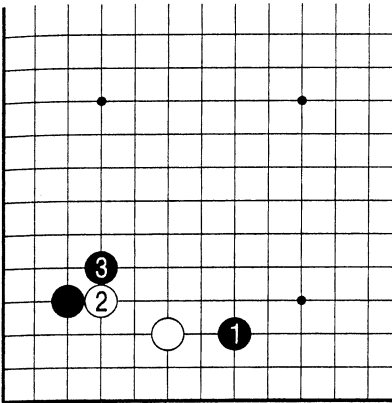
4. 정석 jeongseok, joseki

목표12일
Day12

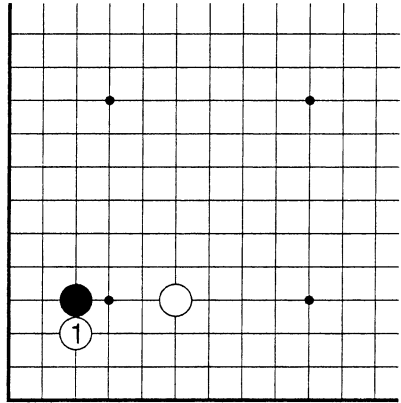
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

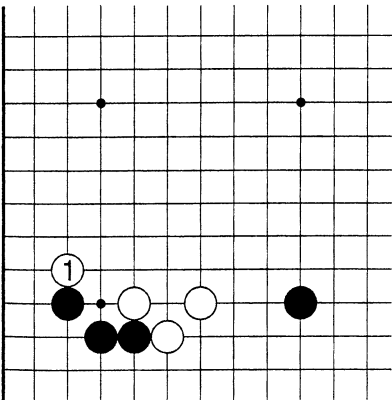
1



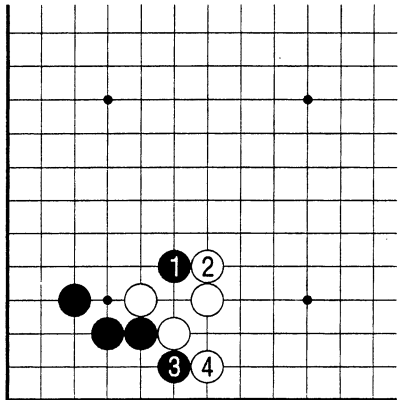
2



3



4



Pro's actual game practice

목표12일
Day12

최선의 수순을 적어보세요. Find the best answer.

[5수 표시, 백: 이창호]

[5 moves, W: Lee Chang-Ho]



[1수 표시, 백: 이창호]

[1 move, W: Lee Chang-Ho]





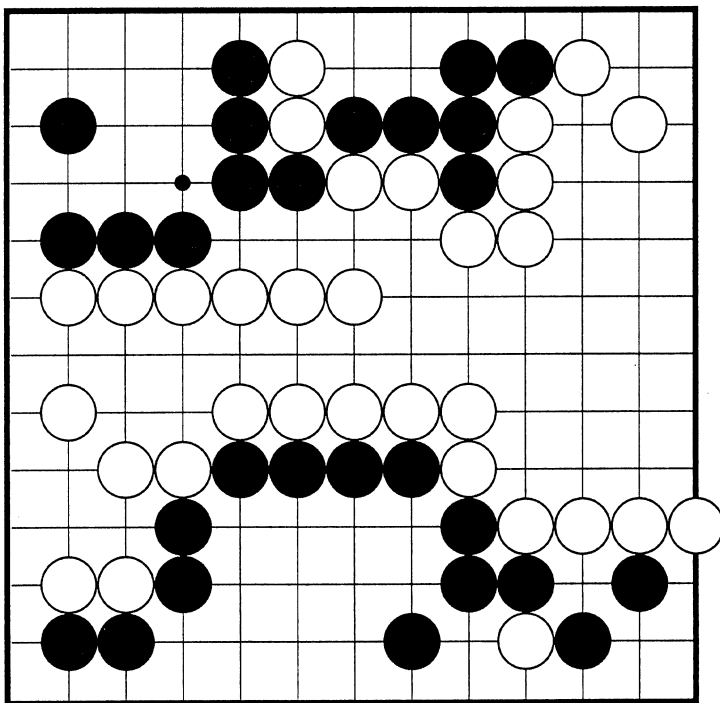
6. 끝내기 End game

목표12일
Day12

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



11
 Black points

12
 White points

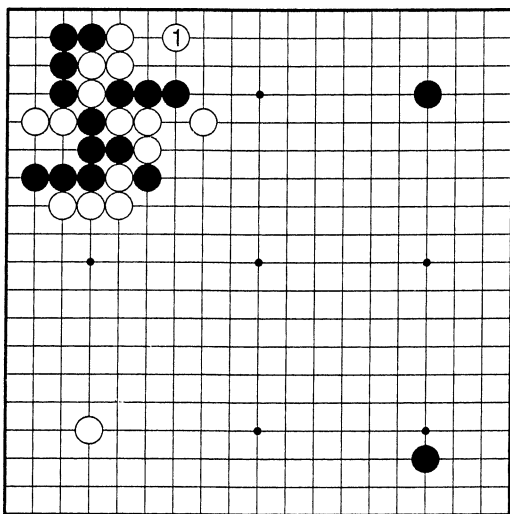
13, 14
 B, W points wins

1. 접근전 Close Combat

목표13일
Day13

최선의 수순을 적어보세요. Find the best answer.

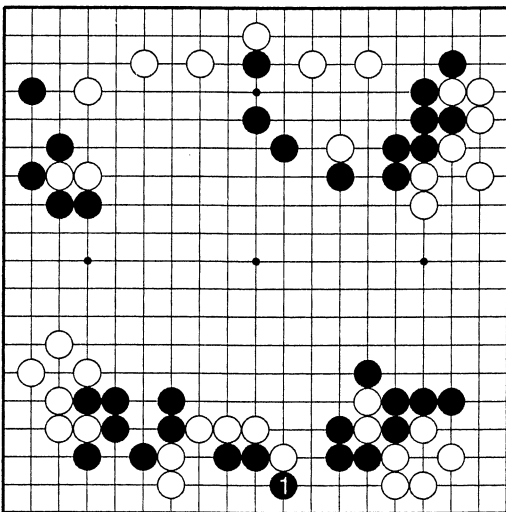
1



[3수 표시, 흑: 안영길]

[3 moves, B: An Young-Gil]

2



[5수 표시, 백: 이창호]

[5 moves, W: Lee Chang-Ho]

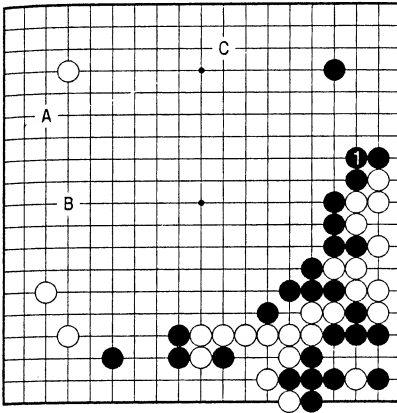
2. 포석 Opening

목표13일
Day13

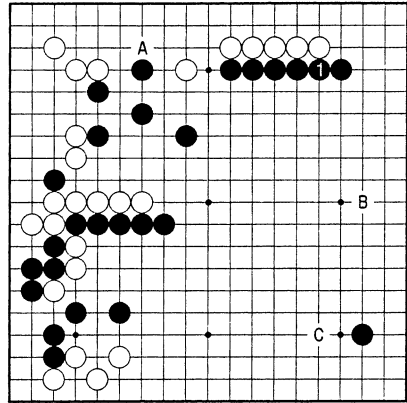
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

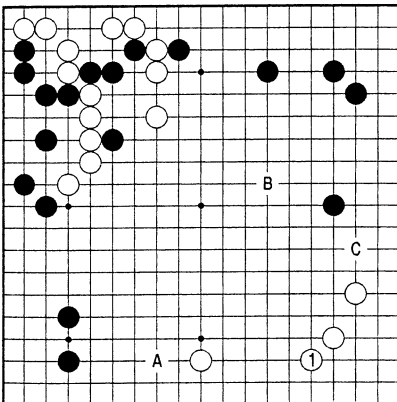
1



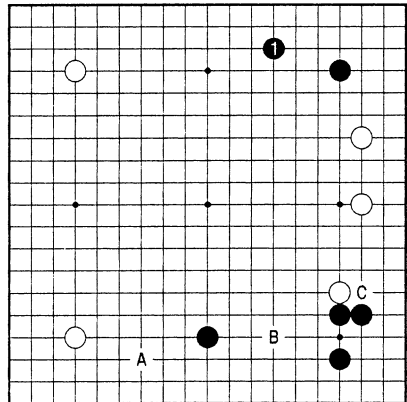
2



3



4



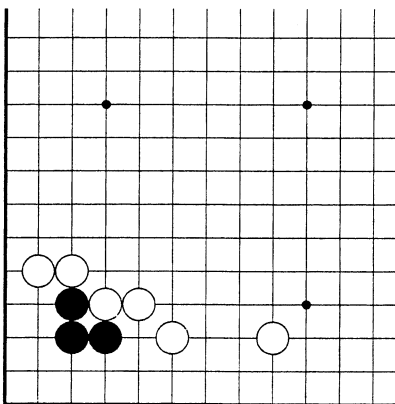


3. 사할 Life&Death

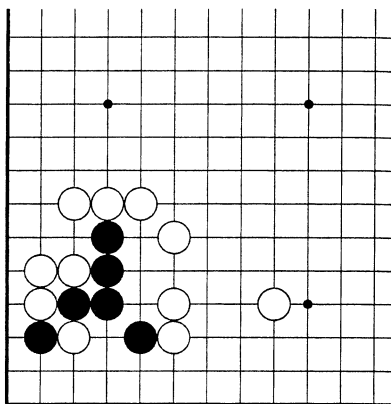
목표13일
Day13

최선의 수순을 적어보세요. Find the best answer.

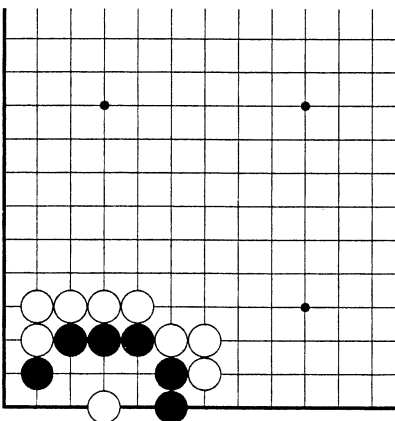
1



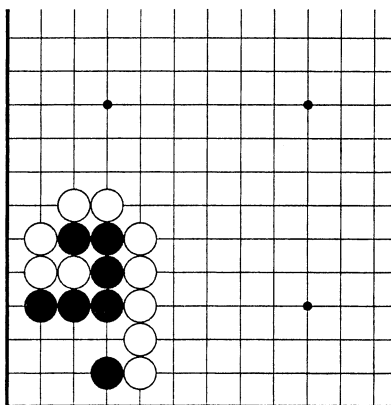
2



3



4



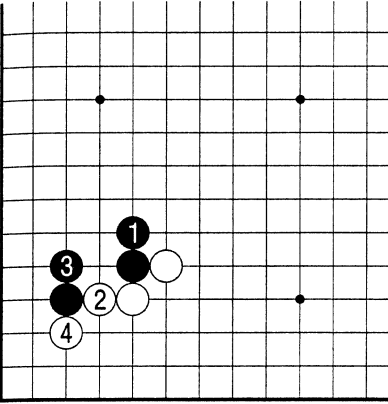


4. 정석 jeongseok, joseki

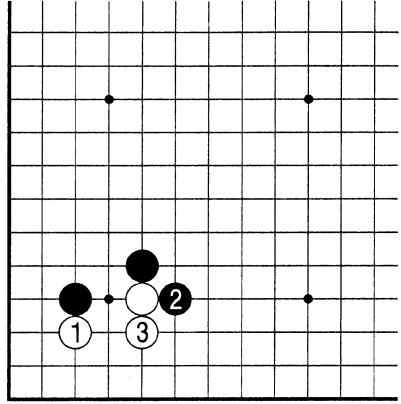
목표13일
Day13

알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.
Find the best answer.

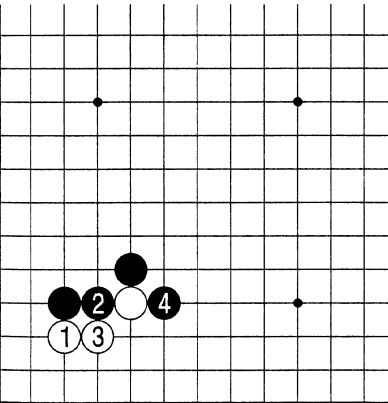
1



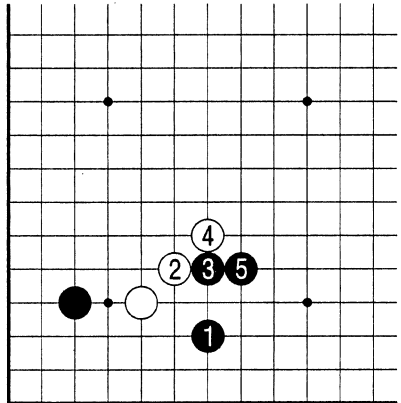
2



3



4

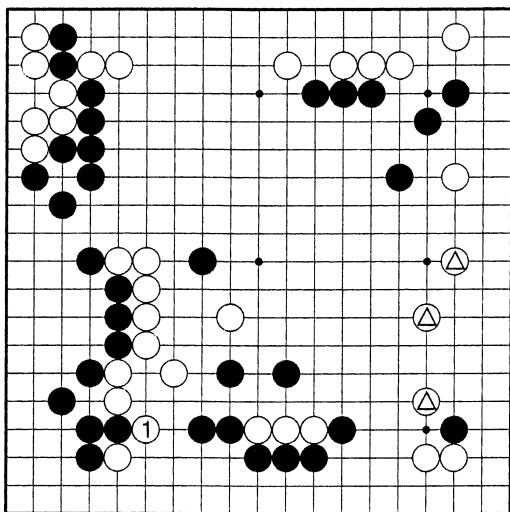


Pro's actual game practice

목표13일
Day13

최선의 수순을 적어보세요. Find the best answer.

1

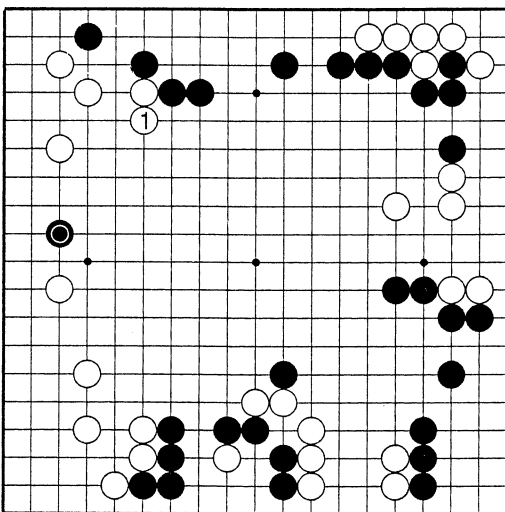


[3수 표시, 흑: 이창호]

[3 moves, B: Lee Chang-Ho]



2



[5수 표시, 흑: 이창호]

[5 moves, B: Lee Chang-Ho]



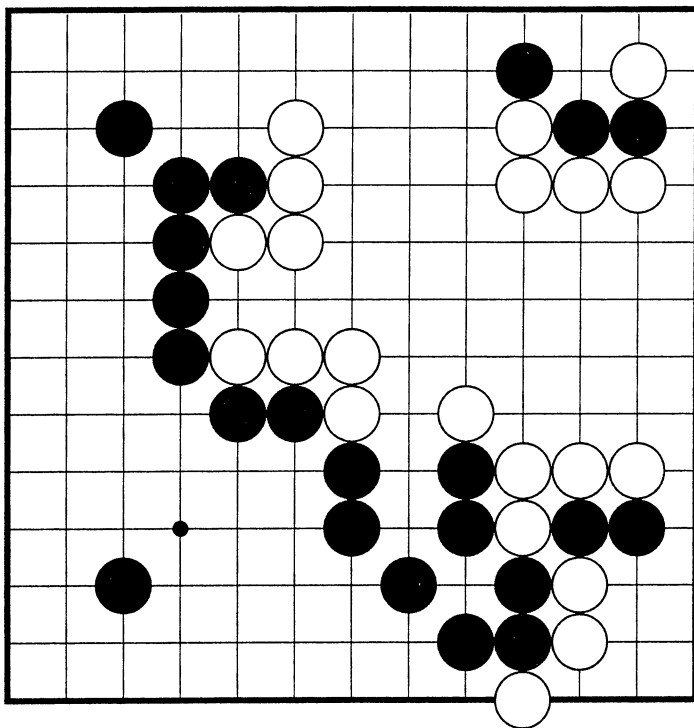


목표13일
Day13

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



♣  ♠ ♠  ♣ ♣, ♠  ♣ 승리
 Black points White points B, W points wins

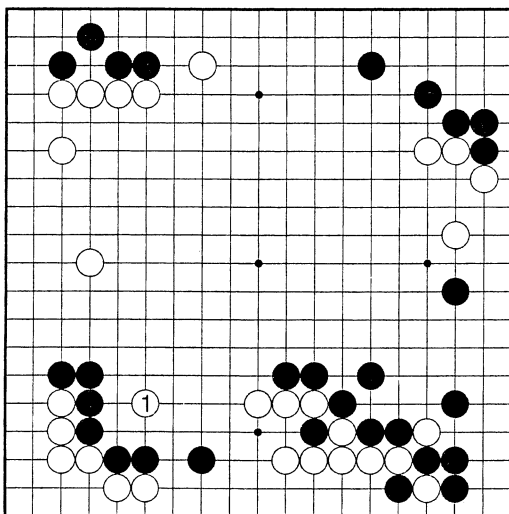


1. 접근전 Close Combat

목표14일
Day14

최선의 수순을 적어보세요. Find the best answer.

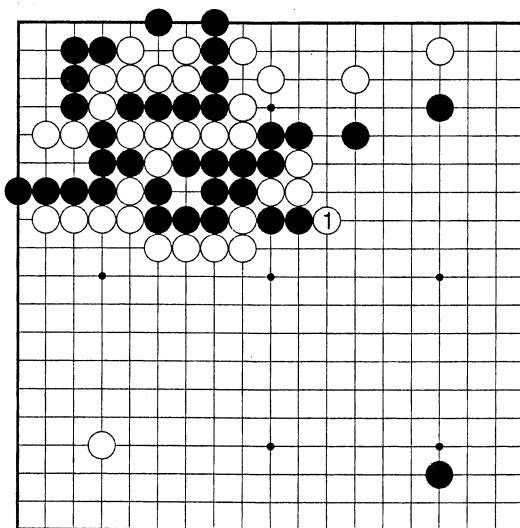
1



[3수 표시, 흑: 이창호]

[3 moves, B: Lee Chang-Ho]

2



[3수 표시, 흑: 안영길]

[3 moves, B: An Young-Gil]



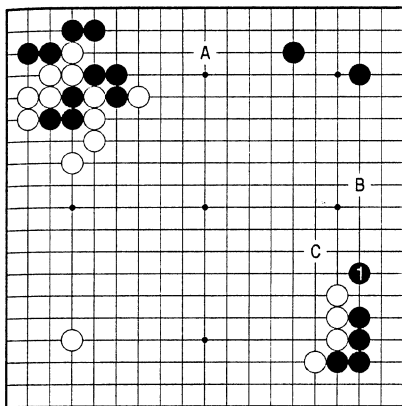
2. 포석 Opening

목표14일
Day14

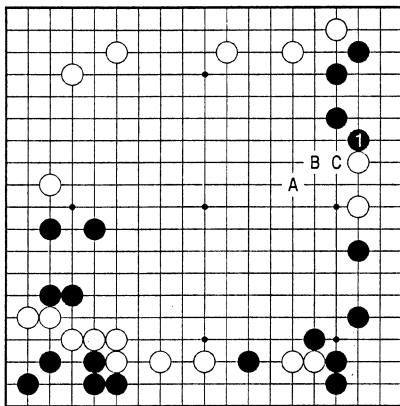
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

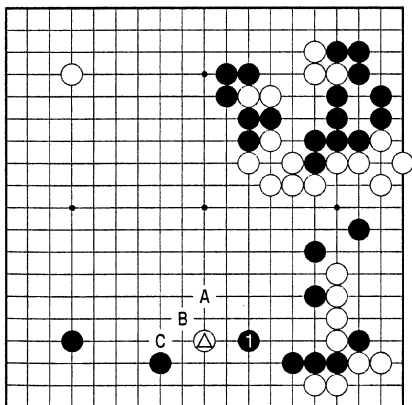
1



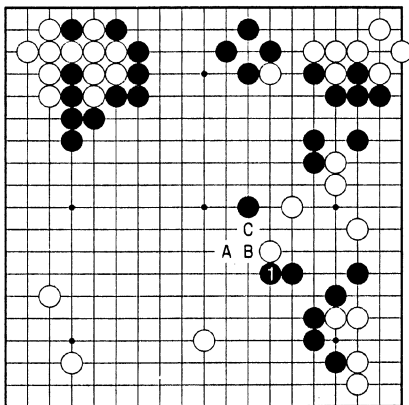
2



3



4



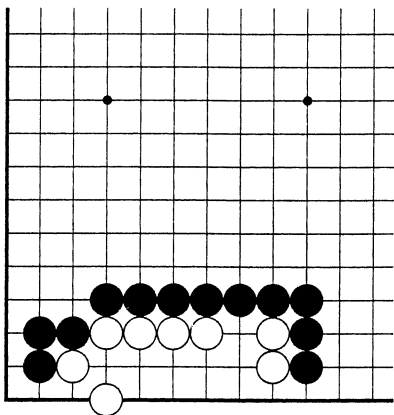


3. 사할 Life&Death

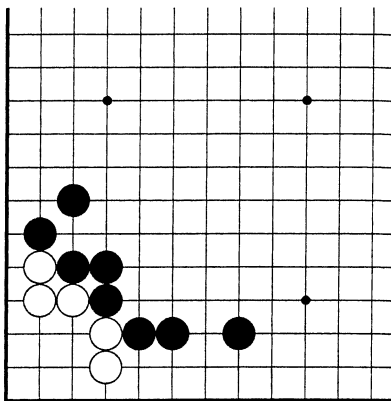
목표14일
Day14

최선의 수순을 적어보세요. Find the best answer.

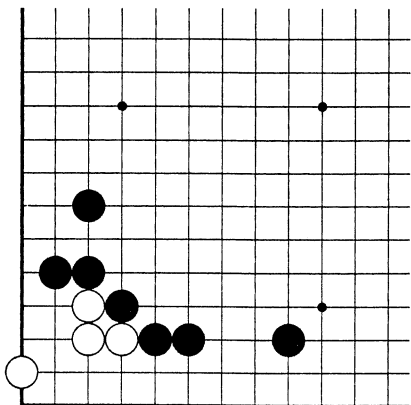
1



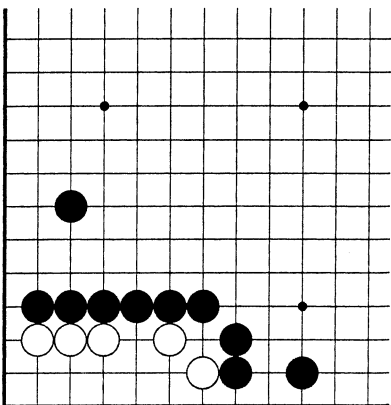
2



3



4



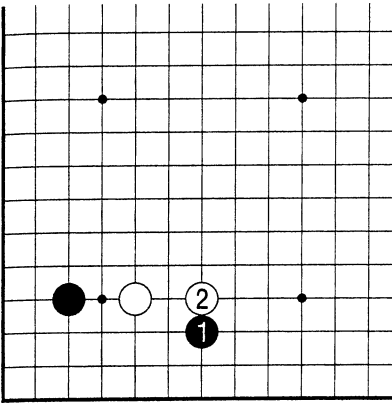


4. 정석 jeongseok, joseki

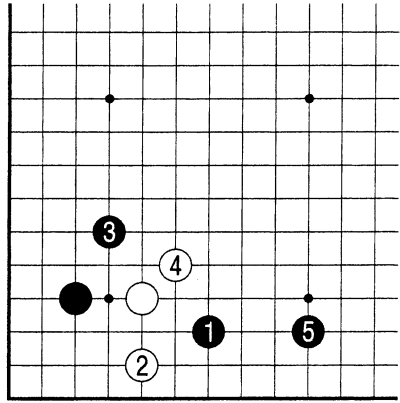
목표14일
Day14

알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.
Find the best answer.

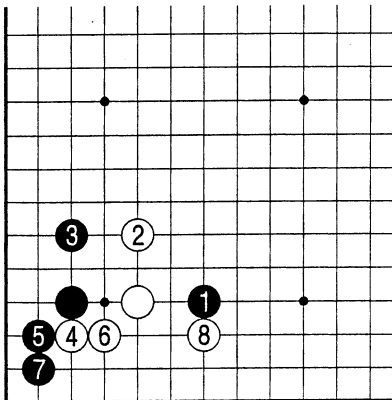
1



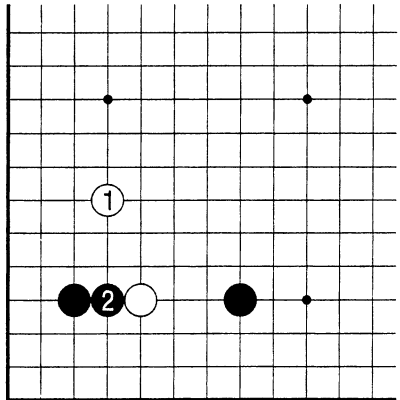
2



3



4





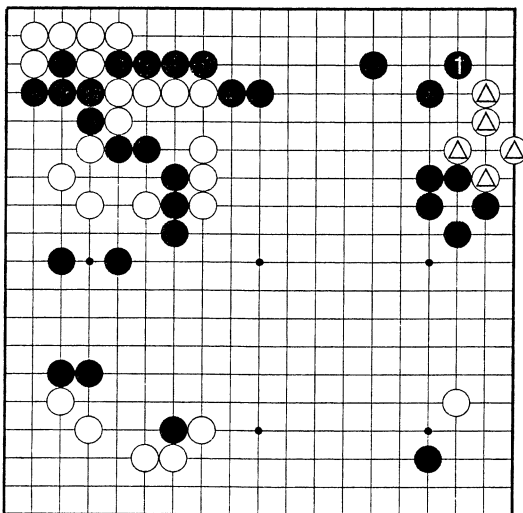
5. 프로실전연습

Pro's actual
game practice

목표14일
Day14

최선의 수순을 적어보세요. Find the best answer.

1

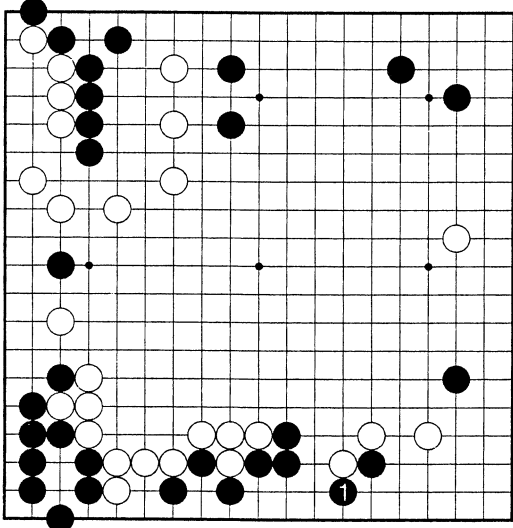


[3수 표시, 백: 이창호]

[3 moves, W: Lee Chang-Ho]



2



[3수 표시, 백: 이창호]

[3 moves, W: Lee Chang-Ho]





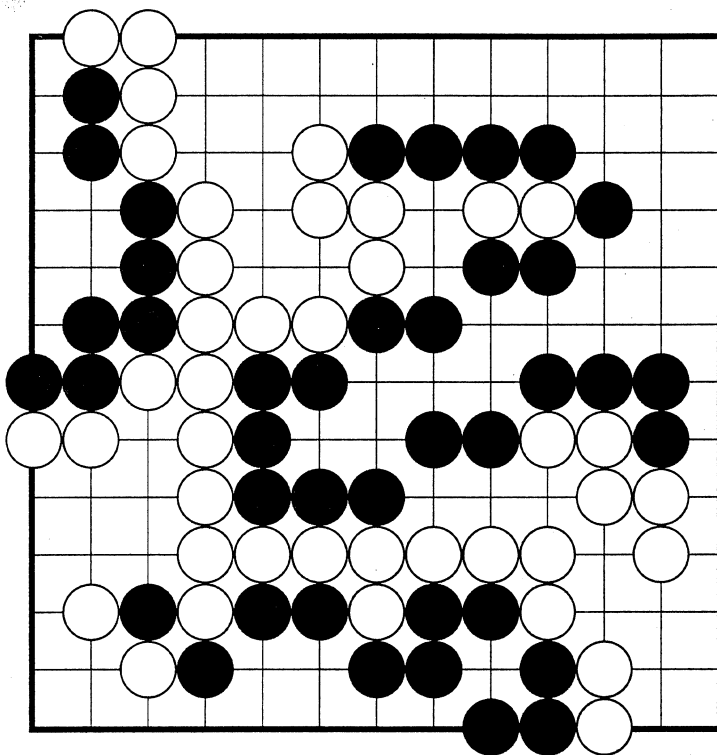
6. 끝내기 End game

목표14일
Day14

최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

1



14 점 13 점 12, 11 점 승리
 Black points White points B, W points wins

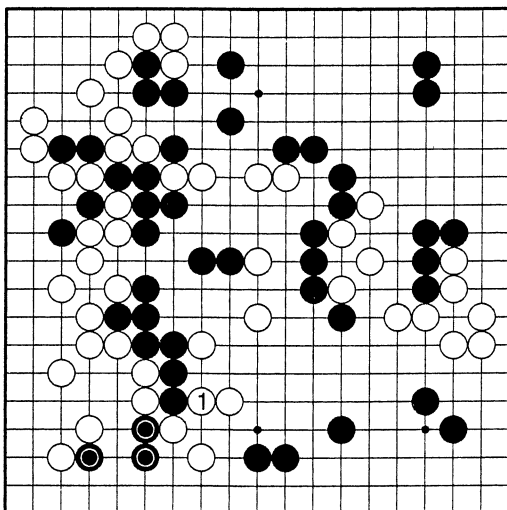


1. 접근전 Close Combat

목표15일
Day15

최선의 수순을 적어보세요. Find the best answer.

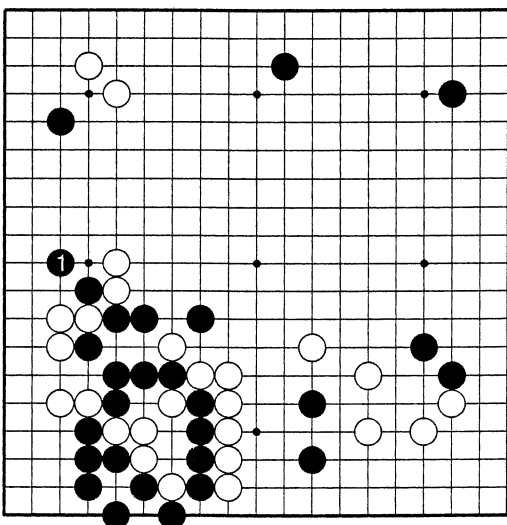
1



[3수 표시, 흑: 조훈현]

[3 moves, B: Cho Hoon-Hyun]

2



[1수 표시, 백: 이창호]

[1 move, W: Lee Chang-Ho]



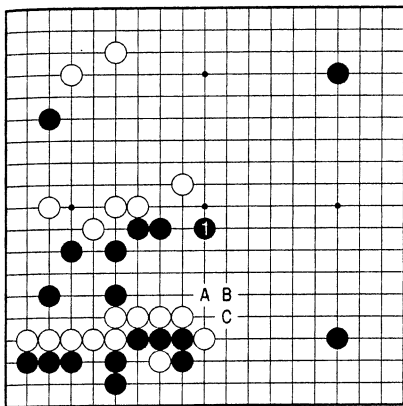
2. 포석 Opening

목표15일
Day15

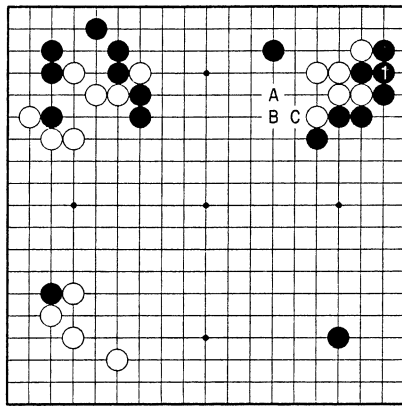
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

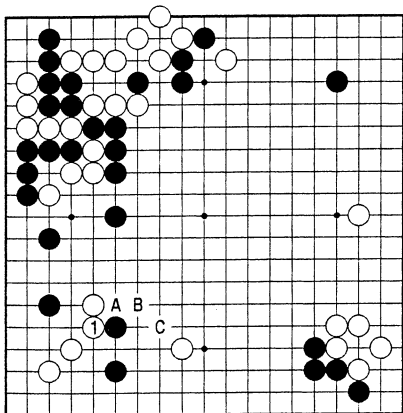
1



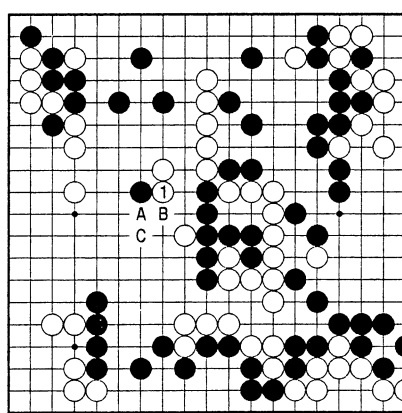
2



3



4



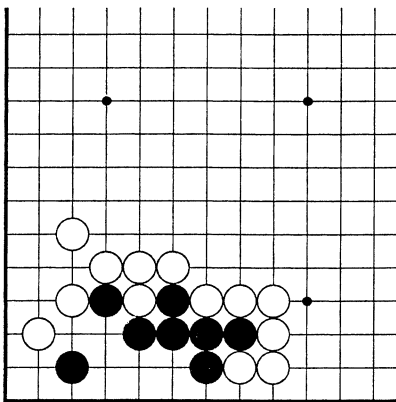


3. 사할 Life&Death

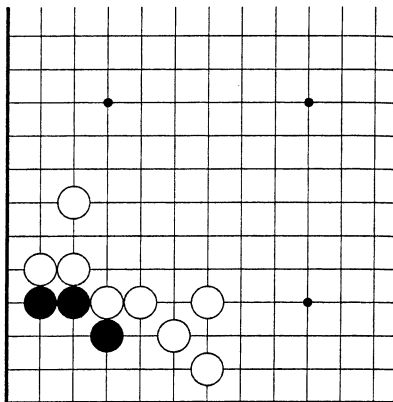
목표15일
Day15

최선의 수순을 적어보세요. Find the best answer.

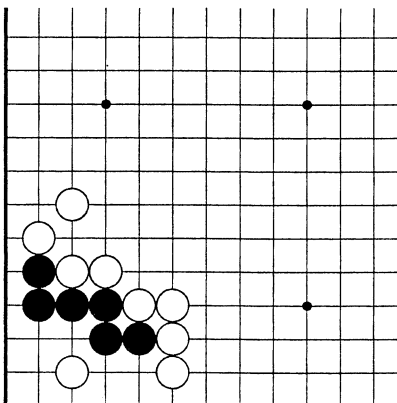
1



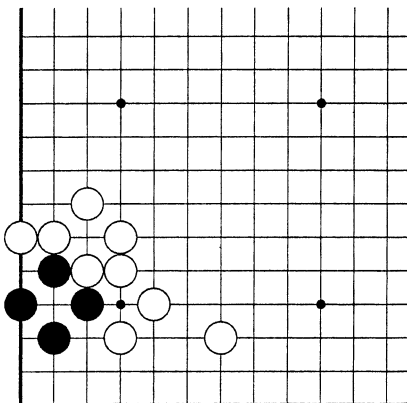
2



3



4





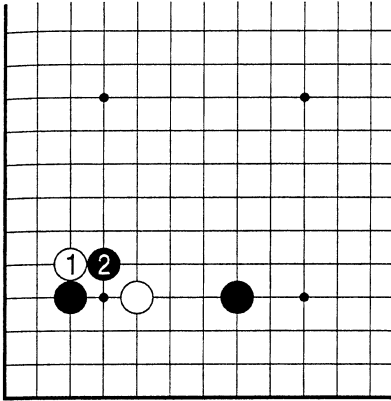
4. 정석 jeongseok, joseki

목표15일
Day15

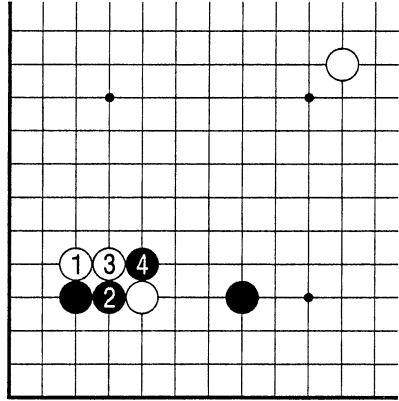
알고있는 정석이나 정석에서 발생하는 변화를 적어보세요.

Find the best answer.

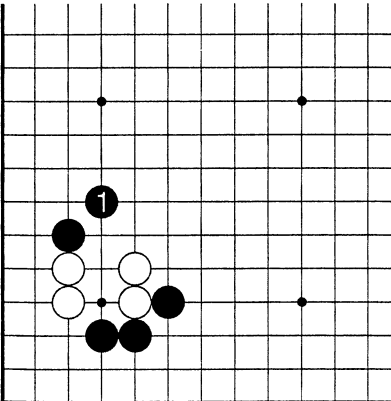
1



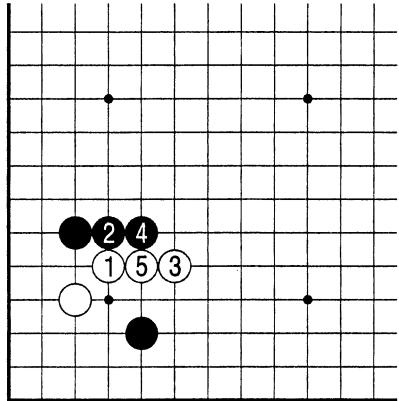
2



3



4





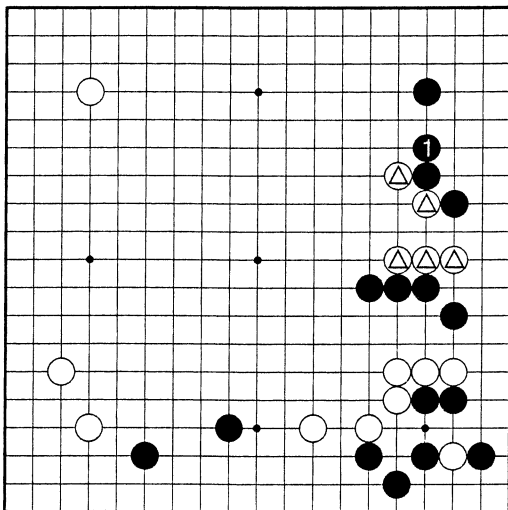
5. 프로실전연습

Pro's actual
game practice

목표15일
Day15

최선의 수순을 적어보세요. Find the best answer.

1

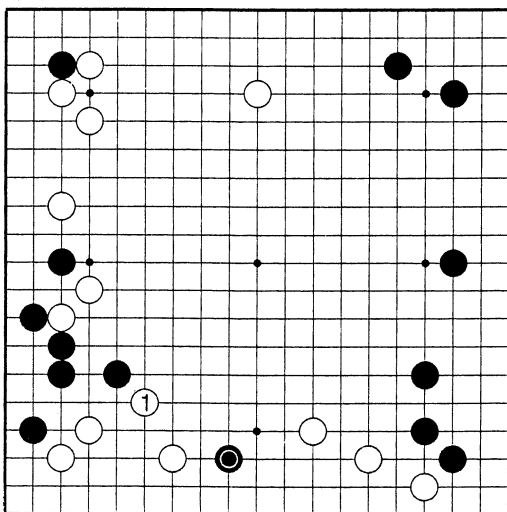


[3수 표시, 백: 조훈현]

[3 moves, W: Cho Hoon-Hyun]



2





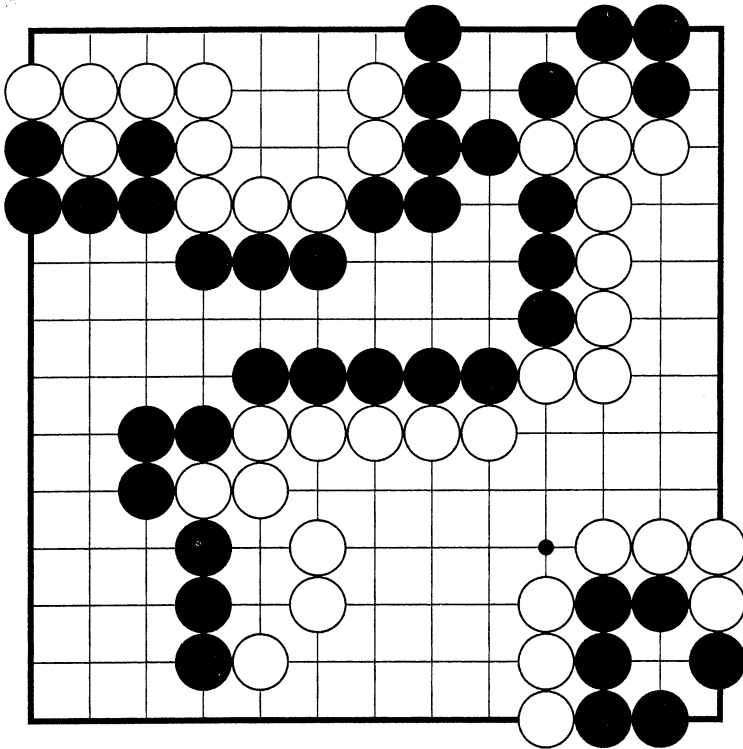
6. 끝내기 End game

목표15일
Day15

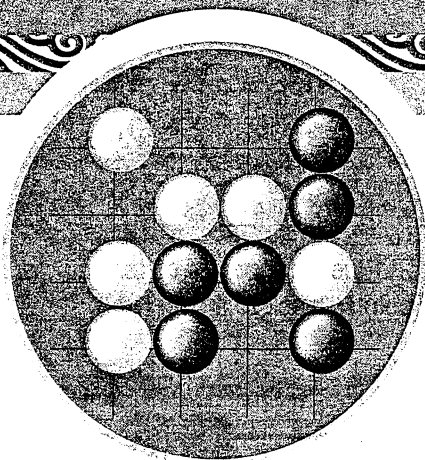
최선의 끝내기 수순과 누가 몇 집 이겼는지 적어보세요.(덤 6집반, 흑선)

Write down the best end game moves and the total points of territory for both sides, and find the winner. (komi 6.5points, black to move)

01

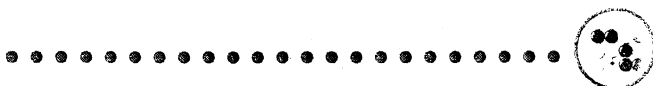


15
 Black points
 15
 White points
 15, 16
 B, W points wins
 15 승리



Chapter 4 (4부)

Days16-20 (16일~20일)



Day16	-----	p.99~p.104
Day17	-----	p.105~p.110
Day18	-----	p.111~p.116
Day19	-----	p.117~p.122
Day20	-----	p.123~p.128

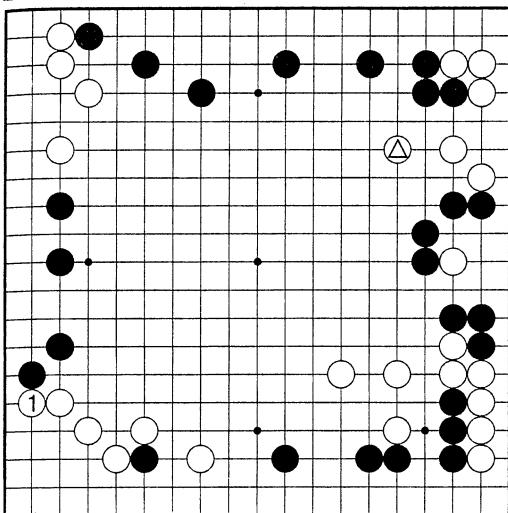


1. 접근전 Close Combat

목표16일
Day16

최선의 수순을 적어보세요. Find the best answer.

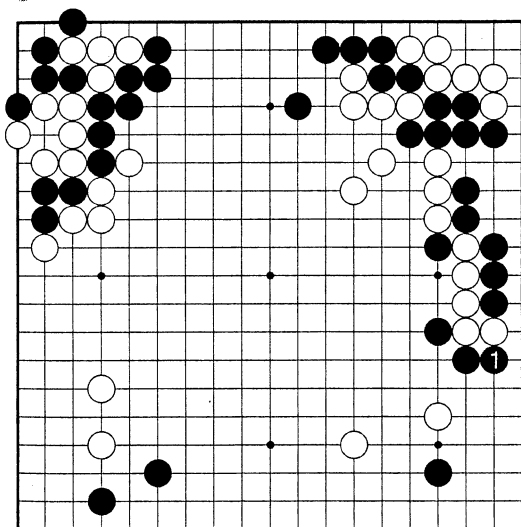
1



[5수 표시, 흑: 조훈현]

[5 move, B: Cho Hoon-Hyun]

2



[1수 표시, 백: 창하오]

[1 move, W: Chang Hao]



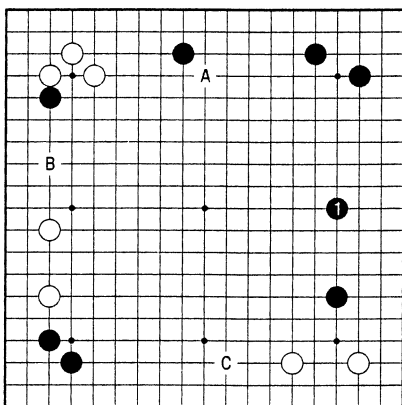
2. 포석 Opening

목표16일
Day16

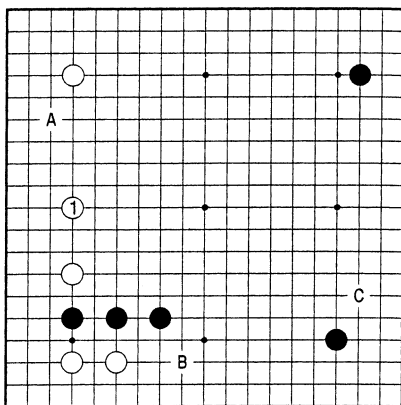
적정한 다음 수에 ○표 해보세요.

Find the correct moves and circle them.

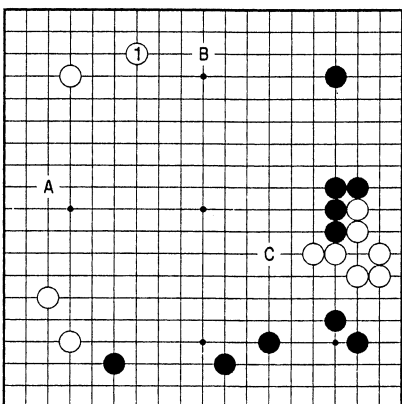
1



2



3



4

